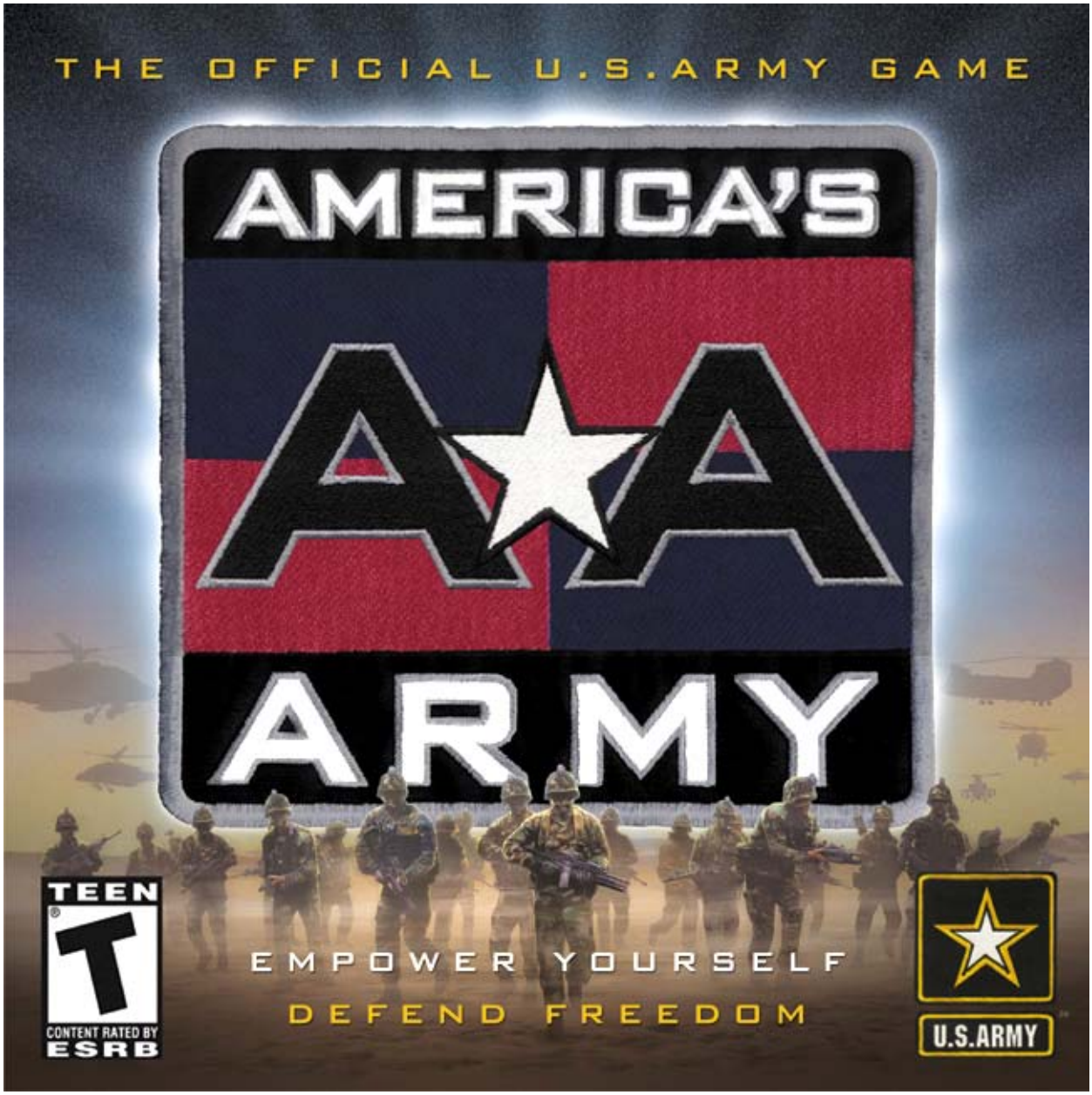
AMERICA'S ARMY: OPERATIONS



Gameplay Manual

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Sponsors

America's Army owes a special debt of thanks to many groups and individuals. Of those who assisted in this massive undertaking, the following deserve special thanks for their support.

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Introduction

Do you think you have what it takes to guide a soldier through a successful tour of duty, excel at your training, and become part of the world's most powerful fighting force? Do you think you have what it takes to be a soldier in The United States Army?

In order to educate the American public about the US Army and its career opportunities, high-tech environment, values, and teamwork, the US Army is releasing the *America's Army: Operations* game. Recognizing that computer games and the Internet are great mediums for educating while entertaining, the US Army has produced an exciting game in order to allow the public to virtually experience and learn about the US Army.

America's Army: Operations begins by introducing you to the infantry career class. In the future, you can look forward to continued game expansions, including the addition of even more Army careers. Discover a life filled with adventure and meet other smart, motivated people like you.

Overview

This document covers the basic setup and gameplay instructions for *America's Army: Operations*.

America's Army: Operations is a cutting edge 3D online gaming adventure featuring realistic action. You can play in both single player and multiplayer adventures. Team up with your friends and take on the OPFOR (Opposing Force) in this reality based Army combat game.

In the *America's Army: Operations* game, you will start in Basic Combat Training where you will learn basic weapons usage, land navigation, and even authentic Army tactics. From there you will be ready to play online, or, if you choose to continue with advanced training, you can also learn new skill sets and advanced play techniques for use online.

Note: The Entertainment Software Rating Board (ESRB), an independent, self-regulatory entity that provides comprehensive support services to companies in the interactive entertainment software industry, has rated this product (*America's Army: Operations*) "Teen (T)". This product has content that may be suitable for people ages 13 and older.

Installation

America's Army: Operations is a massive entertainment project brought to you by the United States Army. With three years in the making, this project will introduce you to life in the US Army, from your first days in Basic Combat Training to life as an American soldier. In order to best experience this product please be sure that you follow these instructions carefully.

This section covers:

- System Requirements
- Updating Critical Drivers
- Downloading and Setup
- Technical Support

System Requirements

There are minimum and recommended system requirements for *America's Army: Operations*. Please ensure that your system meets at least the minimum system requirements or you may experience difficulties running *America's Army: Operations*.

The minimum system requirements for *America's Army: Operations* are:

- Pentium III / 766MHz
- 128MB RAM
- Windows 98/ME/2000/XP
- DirectX 8.1
- 32MB 3D Graphics card supporting hardware transformation and lighting
- 600MB disk space
- 4x CD Drive
- DirectX 8.0 compatible sound card
- 56Kbps modem or faster net connection

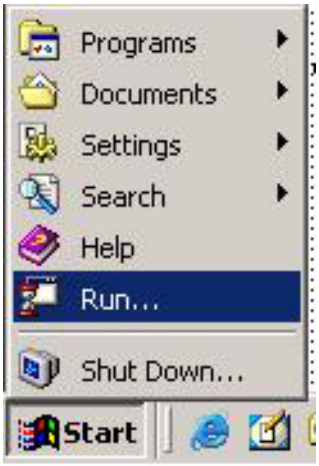
The recommended system requirements for *America's Army: Operations* are:

- Pentium 4 1.4 GHz
- 256MB RAM
- Windows ME/2000/XP
- DirectX 8.1
- 64MB GeForce3 or similar 3D card
- 1GB disk space
- 4x CD Drive
- EAX 3.0 compatible sound card
- Broadband network connection

Before you install, make sure you have DirectX 8.1 (or later) installed on your system, then update any critical drivers.

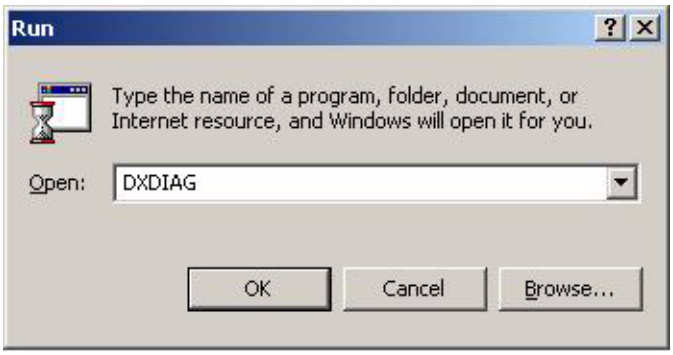
To determine what version of DirectX is installed on your system, please do the following:

Click the **Start** button on the Windows bar and select **Run**.



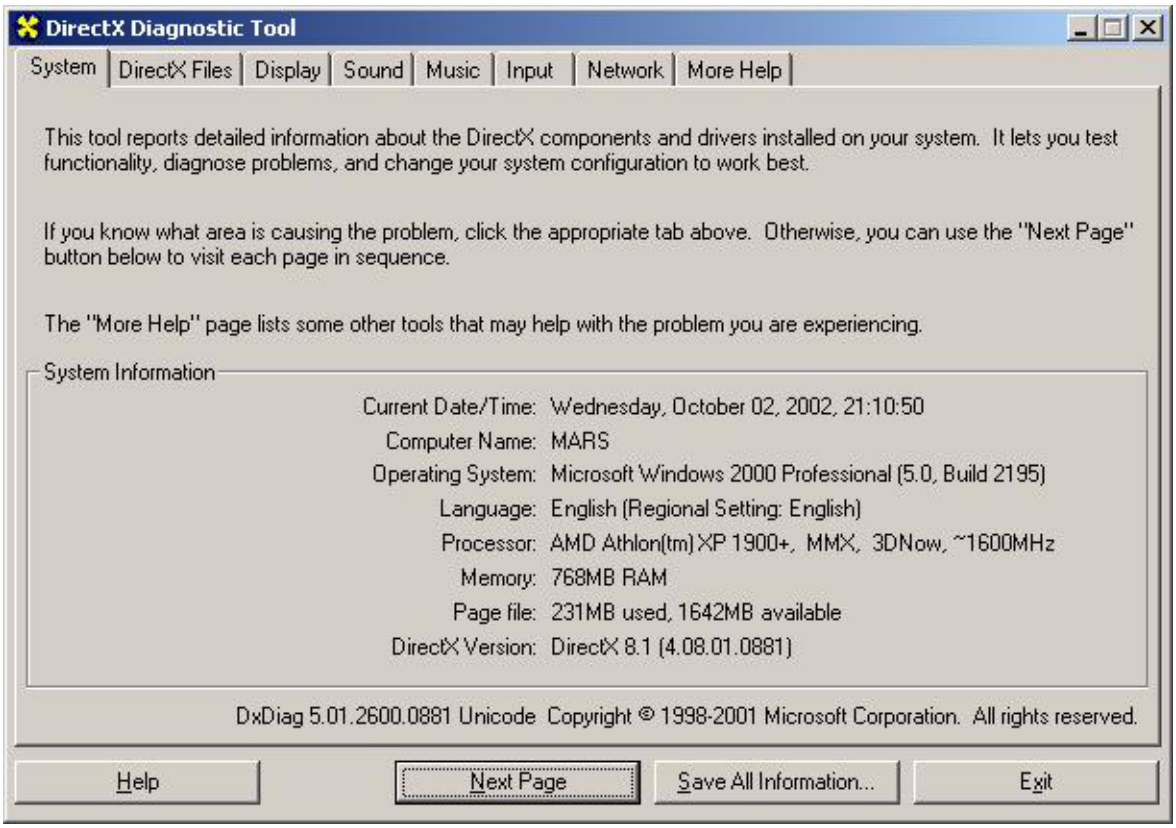
Windows Start Button

In the Run Window type **DXDIAG** and hit **OK**. This will launch the DirectX diagnostics tool and tell you which version of DirectX you are using.



Run Dialog Box

If you do not have version 8.1 or later, you can download the files you will need at http://www.microsoft.com/windows/directx/default.asp. To install DirectX 8.1, double-click on the downloaded executable and follow the on-screen instructions. Remember, you must restart your computer after installing DirectX 8.1. DirectX 8.1 is a requirement for *America's Army: Operations*. DirectX 8.1 will not run on Windows NT or Windows 95 platforms, therefore *America's Army: Operations* does not support those operating systems.


DirectX Diagnostic Tool
System
DirectX Files
Display
Sound
Music
Input
Network
More Help
This tool reports detailed information about the DirectX components and drivers installed on your system. It lets you test functionality, diagnose problems, and change your system configuration to work best.
If you know what area is causing the problem, click the appropriate tab above. Otherwise, you can use the "Next Page" button below to visit each page in sequence.
The "More Help" page lists some other tools that may help with the problem you are experiencing.
System Information
Current Date/Time: Wednesday, October 02, 2002, 21:10:50
Computer Name: MARS
Operating System: Microsoft Windows 2000 Professional (5.0, Build 2195)
Language: English (Regional Setting: English)
Processor: AMD Athlon(tm) XP 1900+, MMX, 3DNow, ~1600MHz
Memory: 768MB RAM
Page file: 231MB used, 1642MB available
DirectX Version: DirectX 8.1 (4.08.01.0881)
DxDiag 5.01.2600.0881 Unicode Copyright © 1998-2001 Microsoft Corporation. All rights reserved.
Help
Next Page
Save All Information...
Exit

DxDiag (DirectX Version is at the bottom of the list)

Updating Critical Drivers

A driver is a program that controls the devices on your computer. Every device on your computer has an associated program or driver, including the printer, joysticks, disk drives, keyboard, the mouse, and most importantly, for games such as *America's Army: Operations*, the video and sound cards. It is a good idea to make sure that you have all the latest drivers installed for your computer and its devices. Without the most current versions of drivers installed on your computer, you may experience problems running *America's Army: Operations*. Please refer to your specific hardware manufacturers' websites to obtain the most current versions of any drivers you may need.

Video Card Drivers

It is a good idea to make sure that you have the very latest version of the drivers for your video card. Start by going to the website for your video card manufacturer. From there they should have a 'Downloads' or 'Tech Support' section. *America's Army: Operations* requires at least an nVidia GeForce® 2 GTS Pro or an equivalent DirectX 8.1 video card that supports hardware transformation and lighting. It is imperative that you are running the latest drivers on your video card. Failing to update your video drivers could cause machine lockup or corruption of data.

If you need to download the latest drivers, they can be found on the following websites for some of the more popular cards:

- nVidia® GeForce® Series: http://www.nvidia.com
- ATI® Technologies Inc. Radeon® Series: http://www.atitech.com
- Matrox® G550 series: http://www.matrox.com
- Intel® 82xxx series: http://www.intel.com

Sound Card Drivers

To obtain the most current version of drivers for your sound card, go to the website of your sound card manufacturer and look for the section where the driver downloads are located. If you do not know what kind of sound card you have, right-click on the 'My Computer' icon and select the 'properties' option from the pop up window. Click on the 'Device Manager' and open the 'Sound, Video, and Game Controllers' option. You will see your sound card listed here. *America's Army: Operations* requires a sound card that supports DirectX 8.1. It is highly recommended that you update the drivers for your sound card to ensure that sounds play properly. Here is a list of websites to some of the more popular manufacturers:

- Creative Labs®: http://www.creative.com
- Turtle Beach®: http://www.turtlebeach.com
- Yamaha®: http://www.yamaha.com
- ESS Technology®: http://www.esstech.com

Downloading and Setup

America's Army: Operations is updated with fixes and features once every four to seven weeks. To get the latest version of *America's Army: Operations*, go to one of the following official download sites:

- nVidia® www.nvidia.com
- Gigex® www.gigex.com
- GameSpy® www.gamespy.com
- IGN® www.ign.com
- America's Army www.americasarmy.com

Additionally, many unofficial websites also make these files available for download, including:

- MilitarySim www.militarysim.com
- AAFiles www.aafiles.com
- FileShack www.fileshack.com
- FilePlanet www.fileplanet.com
- Adrenaline Vault www.avault.com
- 3DGamers www.3dgamers.com

To find out what version of *America's Army: Operations* you are currently using, run the game and look for the version number in the top left corner of the startup screen. If there is no number, you are using version 1.2.1 or earlier. To find the version number for versions prior to 1.30, start any training mission and look in the upper right corner of your HUD.

STEPS

To install *America's Army: Operations*:

1. Download the most recent version (full version for a clean install or the appropriate patch to bring your version to the current standard) of *America's Army: Operations*.
2. Once the download is complete, double-click the *America's Army: Operations* self-extracting zip file. It will automatically begin the installation process.
3. Follow the on-screen instructions.

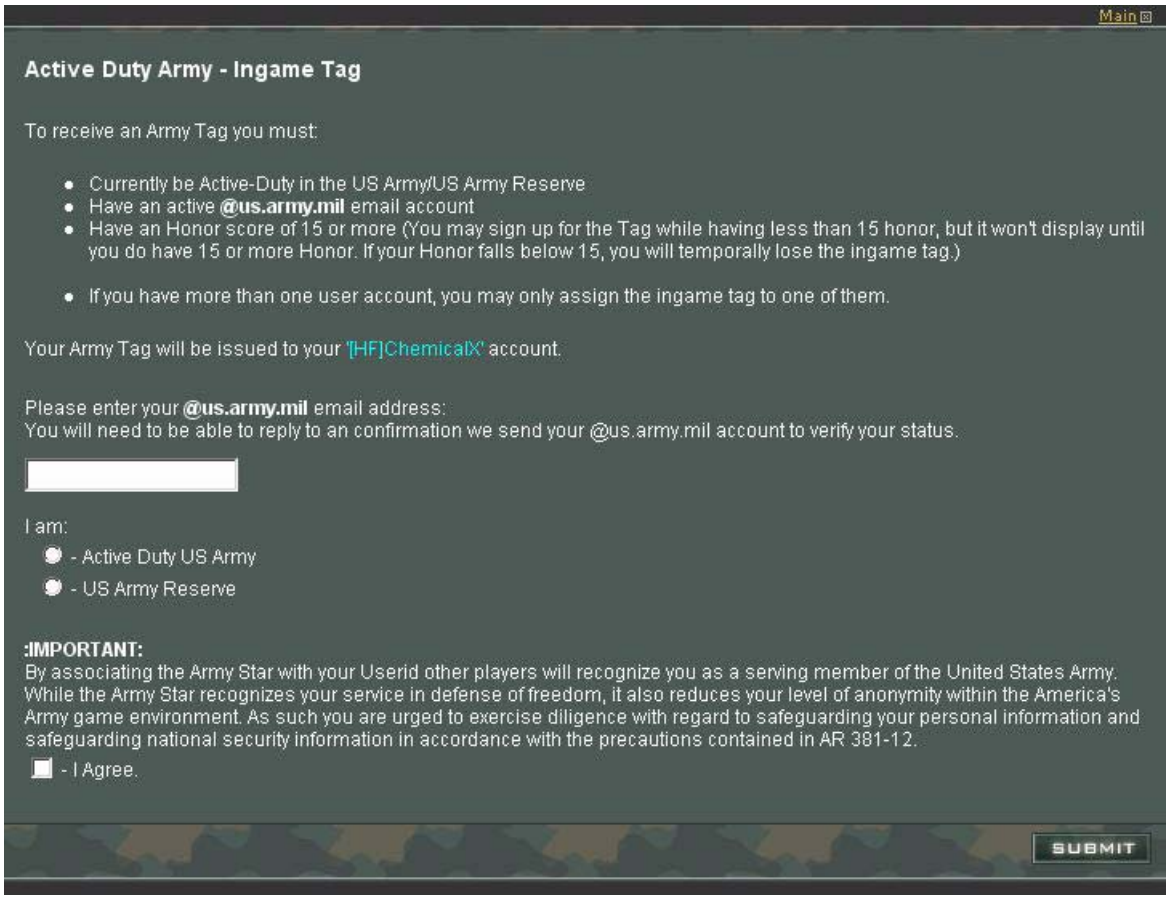
In-Game Star for Veterans

Players of *America's Army: Operations* who are Active Duty soldiers in the US Army and US Army Reserves can choose to register for an in-game star identifying them as such. The system requires a working US Army email address (@us.army.mil) and requires an honor score of at least 15 to qualify.

STEPS

To get your in-game veteran tag:

1. Go to http://www.americasarmy.com/register.php and choose the "go" link right after "Manage your account".
2. Type in your game handle and password and hit enter or click the **Submit** button.
3. At the bottom of the list, select *Army Icon*.
4. Expand the next window to show the same as the screenshot below. Type in your AKO account information and choose your branch, click "I Agree" then hit **Enter** or click the Submit button.
5. Go to your AKO account and respond to the confirmation e-mail. You now have an in-game vet tag!


Main
Active Duty Army - Ingame Tag
To receive an Army Tag you must:
Currently be Active-Duty in the US Army/US Army Reserve
Have an active @us.army.mil email account
Have an Honor score of 15 or more (You may sign up for the Tag while having less than 15 honor, but it won't display until you do have 15 or more Honor. If your Honor falls below 15, you will temporally lose the ingame tag.)
If you have more than one user account, you may only assign the ingame tag to one of them.
Your Army Tag will be issued to your '[HF]ChemicalX' account.
Please enter your @us.army.mil email address:
You will need to be able to reply to an confirmation we send your @us.army.mil account to verify your status.
I am:
- Active Duty US Army
- US Army Reserve
:IMPORTANT:
By associating the Army Star with your Userid other players will recognize you as a serving member of the United States Army. While the Army Star recognizes your service in defense of freedom, it also reduces your level of anonymity within the America's Army game environment. As such you are urged to exercise diligence with regard to safeguarding your personal information and safeguarding national security information in accordance with the precautions contained in AR 381-12.
- I Agree.
SUBMIT

In-Game Tag Activation Screen

Technical Support

If you experience any problems running *America's Army,* you should be able to solve these problems by following the steps for installation and updating drivers in this manual. Should you experience any further difficulties, you can visit the *America's Army* website and use the following resources:

- FAQ (also found in this manual)
- Forums (Technical Support Section)
- Live chat with Technical Support Staff (Java)
- Check the America's Army website for additional resources.

Configuration

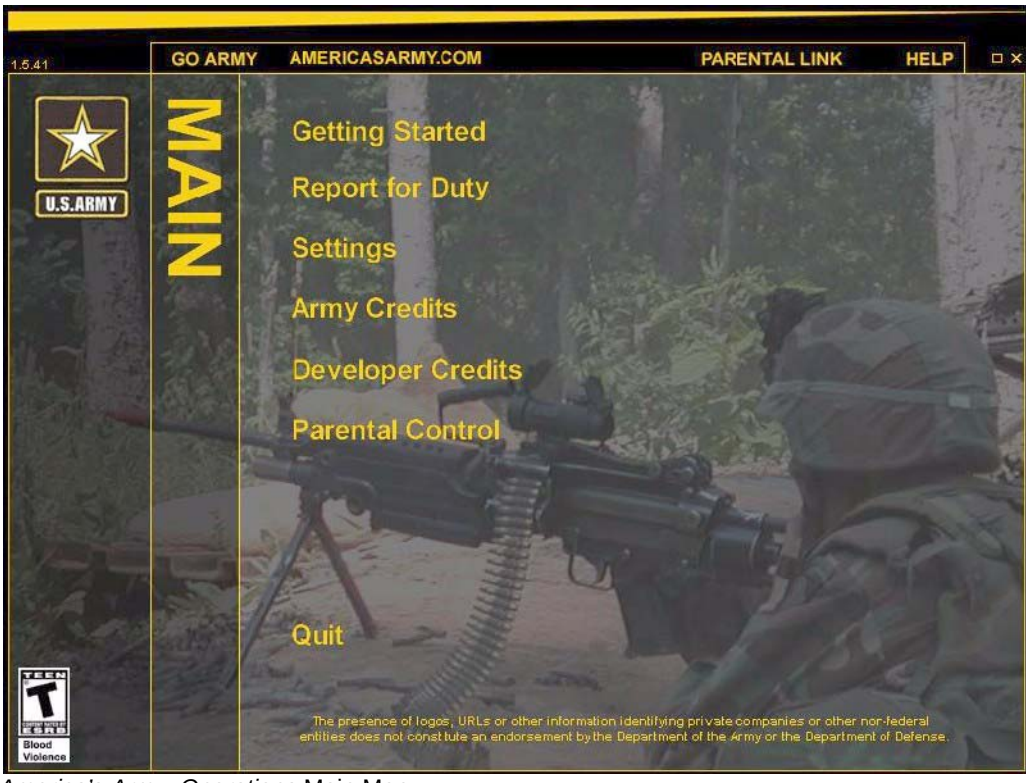
Before you play America's Army: Operations, be sure you have all of your settings set up properly, to make the most of your gaming experience.

This section covers:

- Main Menu
- Keyboard Map

Main Menu

The Main Menu is where you will access the major functions of *America's Army: Operations*.



America's Army: Operations Main Menu

The options on the Main Menu include:

- Getting Started
- Report for Duty
- Settings
- Army Credits
- Developer Credits

- Parental Controls
- Quit

In addition to these selections, you may choose Go Army, AmericasArmy.com, Parental Link, and Help from the items along the top of the screen. Each of these features links to the internet, where you are automatically directed to the appropriate website for more information.

Go Army

This link opens your internet brwoser to www.GoArmy.com, the US Army's official information website about your potential career in the service.

AmericasArmy.com

This link opens your internet browser to www.americasarmy.com, for the latest news and updates to the game as well as technical support and general information.

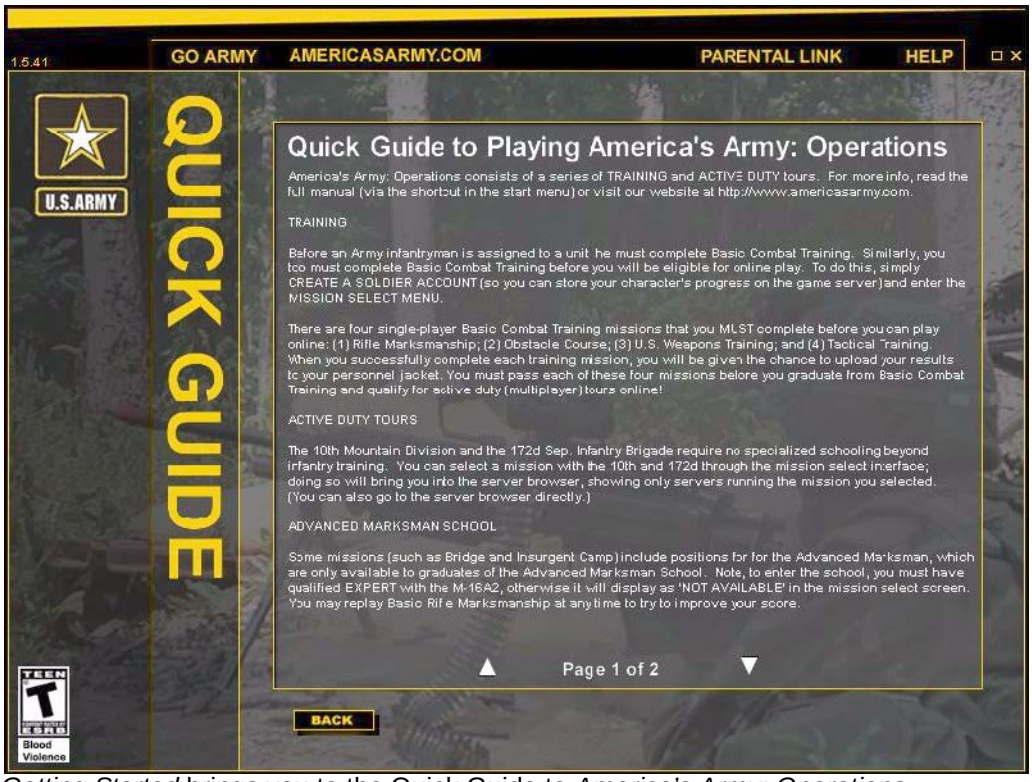
Parental Link

This link will connect you with the FAQ for parents, explaining how *America's Army: Operations* was developed and what controls you can use to limit your child's gameplay experience.

Help

The Help link opens your internet browser to the *America's Army: Operations* online help system, which is stored on the America's Army website. It contains all of the information in this manual. The help system can be browsed using the table of contents (default), the index, or using the search tool. Each section of the help system includes "breadcrumb" links to the sections above it in each chapter. For fast answers, a few dozen of the most common player questions are linked from the default page.

Getting Started


1.5.41
GO ARMY
AMERICASARMY.COM
PARENTAL LINK
HELP
U.S.ARMY
QUICK GUIDE
Quick Guide to Playing America's Army: Operations
America's Army: Operations consists of a series of TRAINING and ACTIVE DUTY tours. For more info, read the full manual (via the shortcut in the start menu) or visit our website at http://www.americasarmy.com.
TRAINING
Before an Army infantryman is assigned to a unit he must complete Basic Combat Training. Similarly, you too must complete Basic Combat Training before you will be eligible for online play. To do this, simply CREATE A SOLDIER ACCOUNT (so you can store your character's progress on the game server) and enter the MISSION SELECT MENU.
There are four single-player Basic Combat Training missions that you MUST complete before you can play online: (1) Rifle Marksmanship; (2) Obstacle Course; (3) U.S. Weapons Training; and (4) Tactical Training. When you successfully complete each training mission, you will be given the chance to upload your results to your personnel jacket. You must pass each of these four missions before you graduate from Basic Combat Training and qualify for active duty (multiplayer) tours online!
ACTIVE DUTY TOURS
The 10th Mountain Division and the 172d Sep. Infantry Brigade require no specialized schooling beyond infantry training. You can select a mission with the 10th and 172d through the mission select interface; doing so will bring you into the server browser, showing only servers running the mission you selected. (You can also go to the server browser directly.)
ADVANCED MARKSMAN SCHOOL
Some missions (such as Bridge and Insurgent Camp) include positions for for the Advanced Marksman, which are only available to graduates of the Advanced Marksman School. Note, to enter the school, you must have qualified EXPERT with the M-16A2, otherwise it will display as 'NOT AVAILABLE' in the mission select screen. You may replay Basic Rifle Marksmanship at any time to try to improve your score.
Page 1 of 2
BACK
TEEN
ESRB
Blood
Violence
Getting Started brings you to the Quick Guide to *America's Army: Operations*

America's Army: Operations consists of a series of training and active duty tours. The Quick Guide provides you with information on how to complete Basic Combat Training, how to use the Mission Select Menu, what the Active Duty Tours are, and explains the various Army schools available to your online character.

Training

All US Army soldiers must undergo rigorous training before they are permitted to join a unit.

Basic Combat Training

Before an Army infantryman is assigned to a unit, he must complete Basic Combat Training. Similarly, you too must complete Basic Combat Training before you will be eligible for online play. To do this, simply **Create an Online Soldier** (so you can store your character's progress on the game server) and enter the **Mission Select Menu**.

There are four single-player Basic Combat Training missions that you must complete before you can play online: (1) Basic Rifle Marksmanship, (2) Obstacle Course, (3) US Weapons Training, and (4) Tactical Training.

When you successfully complete each training mission, you will be given the chance to upload your results to your personnel jacket. You must pass each of these four missions before you graduate from Basic Combat Training and qualify for active-duty (multiplayer) tours online!

Advanced Marksmanship School

Some missions (including *Bridge*, *Mountain Pass* and *Insurgent Camp*) include team positions for advanced marksmen which are only available to graduates of Advanced Marksmanship School. To enter Advanced Marksmanship School, you must have qualified Expert with the M16A2, otherwise training will display as *Not Available* in the mission selection screen. You may replay Basic Rifle Marksmanship at any time to try to improve your score.

Airborne School

Airborne training will send you to the US Army Airborne School at Fort Benning, Georgia. There, you will ascend the school's monstrous 250-foot Free-Tower and learn how to execute a proper Parachute Landing Fall (PLF). Once the challenge of the Free-Tower has been surmounted, you will take to the air for your first live jump. From an altitude of 1250 feet above ground level, you will jump from a C-17 aircraft into the night sky. After successful completion of the Airborne School, you will take your new skills into multiplayer combat exercises.

Ranger School

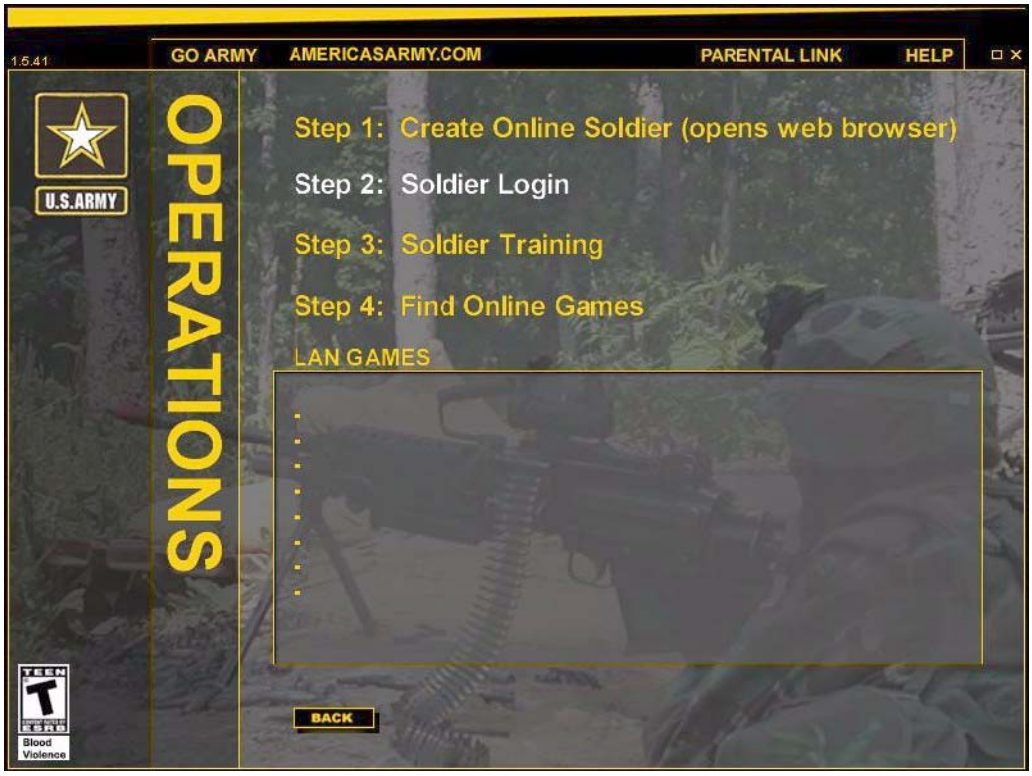
Once you have completed Basic Combat Training and Airborne School, you will have the opportunity to join in Army Ranger missions that include MILES training exercises as well as live-fire scenarios. Until Basic Combat Training and Airborne School have been completed, these missions will display as "not available".

Active Duty Tours

The 10th Mountain Division and the 172nd Infantry Brigade (Separate) require no specialized schooling beyond infantry training. You can select a mission with the 10th and 172nd through the mission select interface. Doing so will bring you into the server browser, showing only servers running the mission you selected (you can also go to the server browser directly).

Report for Duty

In the single player portion of *America's Army: Operations*, you must progress through various single player training missions, beginning with Basic Rifle Marksmanship and the Obstacle Course. You will notice that as you progress through the training missions, further missions and Tours of Duty will become available for you to play. If you choose to continue your training, you can go on to advanced training missions, such as Airborne School or Advanced Marksmanship School. Some advanced training missions, such as Advanced Marksmanship School, will require a high level of performance in previous training schools. For example, in order to qualify for Advanced Marksmanship School, you must have previously completed Basic Rifle Marksmanship earning a qualification of Expert.



Operations Screen

There are four steps to connect to an online game server:

Create an Online Soldier

Before you can play in an official US Army server online, you will need to create an online soldier and authenticate, or register, your online username. Authentication is required only once. From the *America's Army: Operations* Main Menu, you must select the **Report for Duty** option or go to http://www.americasarmy.com/popups/user_register_online.php. From the Report for Duty menu, your first option will be to **Create a New Online Soldier**. Selecting this option will open your web browser and connect you to an official Authentication Server, where you can register your name. Please ensure that you are connected to the Internet before selecting this option, as registration and multiplayer gaming are an online function of *America's Army: Operations*. You must provide your correct e-mail address for proper authorization. If you do not receive a confirmation e-mail within 48 hours, go to http://www.americasarmy.com/popups/user_retrieveaccountinfo.php to retrieve your account information. Once your name is registered, no one else will be able to use your online name, and you will be able to upload your training information to the game servers. This online registration is a service of HomeLAN and their exclusive Handlebank™ technology. For more information about HomeLAN, you can visit their webpage at http://www.homelanfed.com.

Note: Use only standard keyboard characters and keep your username between 2 and 20 characters. Your games are saved as files with the same name as your soldier name, so your soldier name must use characters that are a valid filename. In windows, the following characters are valid for filenames - letters (A-Z) and/or numbers (0-9), plus the following special characters:

$	Dollar sign	~	Tilde
%	Percent sign	!	Exclamation point
'	Apostrophe	#	Number sign
-	Hyphen	(	Left parenthesis
@	At sign	)	Right parenthesis
[	Left bracket	&	Ampersand
]	Right bracket	_	Underscore
{	Left brace	^	Caret
}	Right brace		

Note: Online soldier information is protected information. This information serves only for gaming purposes and will never be revealed to the US Government or its agencies by HomeLAN or its affiliates without the expressed written permission of the player. See the Privacy Act Statement for more information on this topic.

Changing Your Username

The following restrictions apply:

- You are able to change your username only once every 24 hours.
- Your previous usernames will be tracked.
- Honor will carry over to your new username.
- Once you change your username, you'll lose ownership of your old username. Other users will be able to register it instantly.
- If you have problems, please email namechange@americasarmy.com
- Abuse of the system may result in your account being banned.

STEPS

To change your username:

1. Go to http://www.americasarmy.com/register.php and choose the "go" link right after "Manage your account".
2. Type in your game handle and password and hit enter or click the **Submit** button.
3. From the list select *Change your Username*.
4. Type in your new username, then hit **Enter** or click the Submit button.

Adding a Military Service Icon

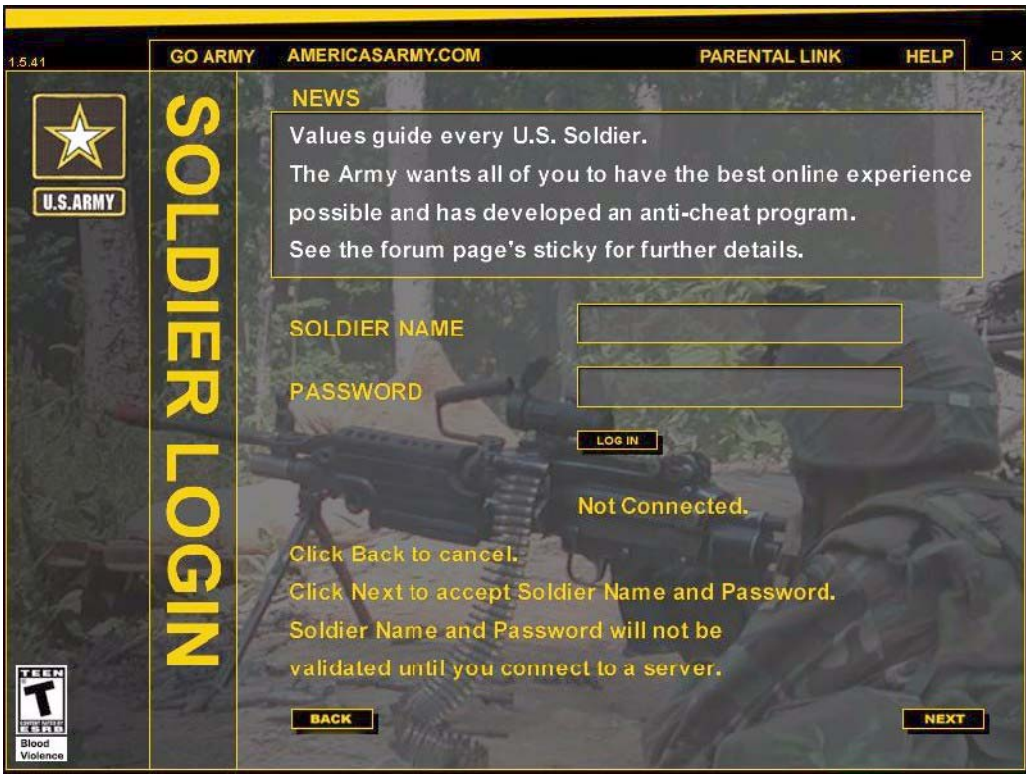
The following restrictions apply:

- You must be currently serving on Active Duty or Reserve status or be retired from service.
- You must have an Army Knowledge Online (AKO) e-mail account, available to soldiers and retirees at http://us.army.mil.
- You must have an Honor of 15 or more for the icon to appear. You can sign up for the icon while having less than 15 honor, but it won't display until you do have 15 or more Honor. If your Honor falls below 15, you will temporally lose the ingame icon.

STEPS

To add a military service icon:

1. Go to http://www.americasarmy.com/register.php and choose the "go" link right after "Manage your account".
2. Type in your game handle and password and hit enter or click the **Submit** button.
3. From the list select *Army Icon.*
4. Type in your AKO e-mailo address and select either Active Duty or Army Reserve. You must agree to the terms shown.
5. Reply to the confirmation e-mail to activate the icon.



Soldier Login Screen

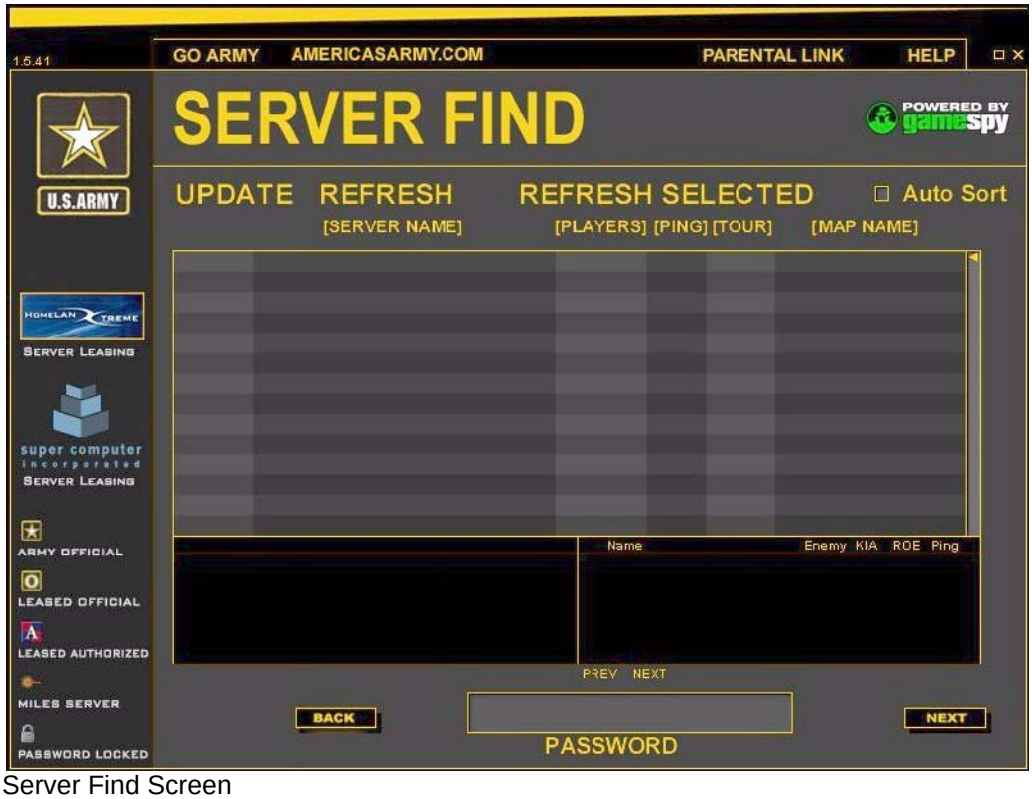
Soldier Login

Once you have created an online soldier and received your verification e-mail from HomeLAN, you may use this menu option to log in to the authentication server using the unique username and password you selected in Step 1. If you have already created an online soldier, you can skip this section when connecting to a game server.

Mission Select Screen

Soldier Training

This section of *America's Army: Operations* serves as a record of the missions that your online soldier has completed successfully, and which missions are available for play online. Scrolling through the screens will give you background information on the Tour of Duty you are playing in, the School you are training in, and the specific Missions you would like to play. See the chapter on *Training* for more information.



Server Find Screen

Find Online Games

Once you have completed your single player training missions, and have selected a mission you would like to play online, you can select this option to find the specific online game server to which you would like to connect. Click **Update** to update the list of available servers. Once the list is updated, you can filter the results by Server Name, Number of Players, Ping, Tour of Duty, or Mission Name by clicking on the heading at the top of the column. Checking the *Auto Sort* box will automatically sort by the last sort method chosen when you hit **Refresh**. Click **Refresh Selected** to refresh only the selected server(s).

Player names, scores, and ROE are displayed in the bottom right corner. If there are too many players to show, use **Prev** and **Next** to page through the player information. Server information is displayed in the bottom left corner. Click **Refresh** to update the information presented about the servers displayed in the browser. Once you have found a server you would like to play in, click on the server in the browser to highlight your selection, and then click **Next** in the bottom right of the screen to join the server and begin playing. You may also join a server simply by double-clicking on the server you would like to join in the browser. If the server requires a password to play, type the password in the Password field prior to clicking **Next**.

Advanced Servers

The Army recognizes that virtual Soldiering, like real Soldiering, is a result of training and skill.

Some players have achieved truly high levels of expertise and are ready for missions with other elite virtual soldiers around the country. The Army provides a special opportunity for our players

by standing up a limited number of Advanced servers. These servers are only for the best virtual soldiers and will feature missions with other high-skill virtual soldiers. Success will increasingly be decided on skill, and not jeopardized by players with less experience. In order to qualify, each player must have at least 20 Honor points prior to joining the server. Currently, there are both east and west coast HomeLAN servers running Advanced rulesets. Of course, all the other gameservers will continue to operate as normal, open to all who graduate training requirements, providing the best venue for experiencing the virtual Army available on the web.

Icons

There are several icons that may be used to indicate special features of a server:

Official US Army Server

Official Leased Server

Authorized Leased Server

MILES Server

Locked Server (password required)

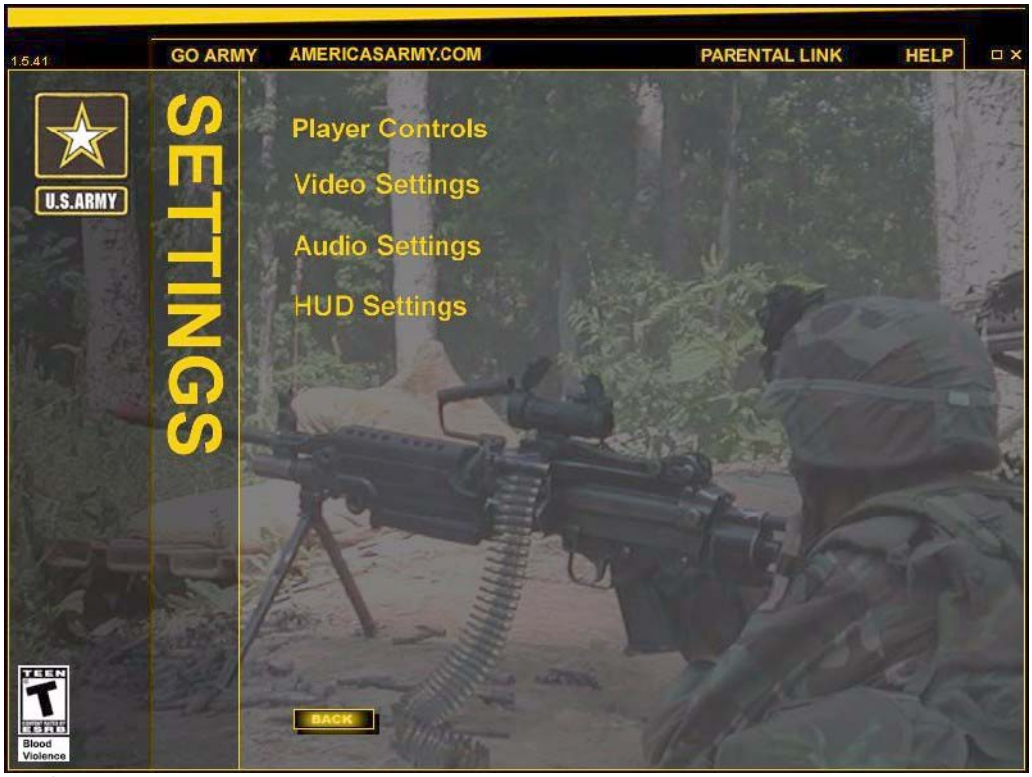
Leased Servers

Official and authorized servers may be leased from either HomeLAN Xtreme or Supercomputer, Inc. Links to both sites can be found along the left side of the Server Find page.

Settings

This option allows you to customize your player controls, audio properties, video options, and Heads Up Display.

Here are the selections on the Settings screen:



Settings Screen

From the settings screen you can select:

- Player Controls
- Video Settings
- Audio Settings
- HUD Settings

Controls Screen

Player Controls

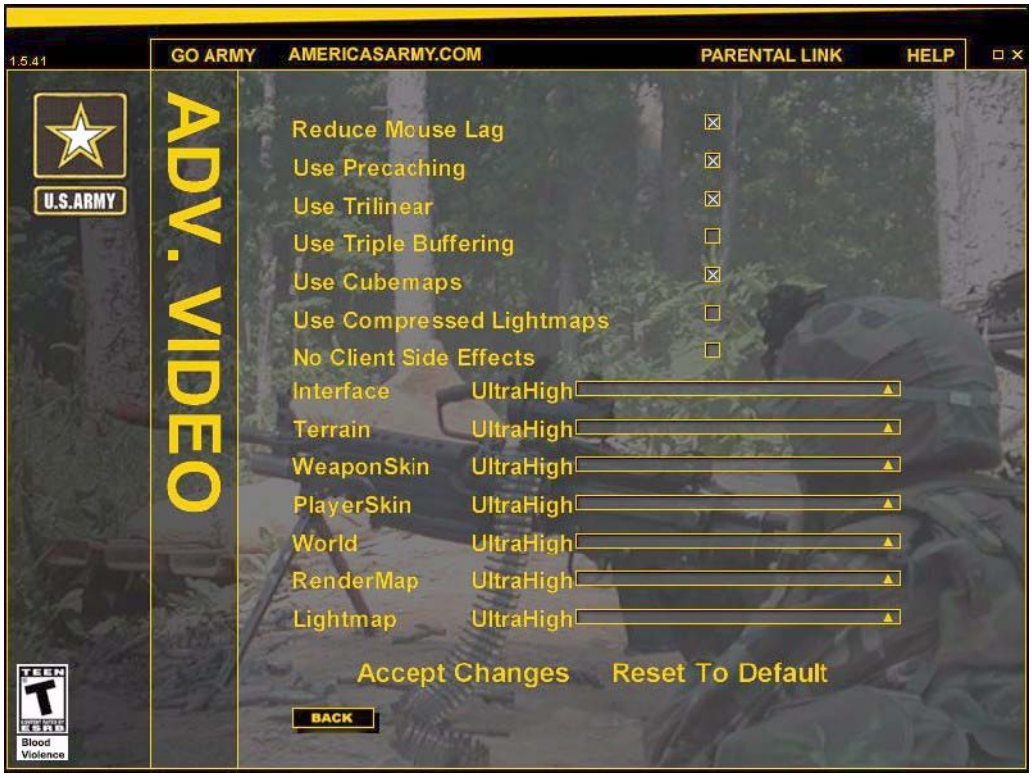
This option allows you to set key assignments for any function in the game, including view, movement, combat, communication, and other controls, or reset to the default settings. You can learn more about this section by looking at the Keyboard Map section below.

Video Settings Screen

Video Settings

Adjust your video resolution and other video settings here, including gamma, contrast, brightness, resolution, full screen mode, and advanced options, or reset to the default settings. The game runs at a minimum resolution of 800x600.

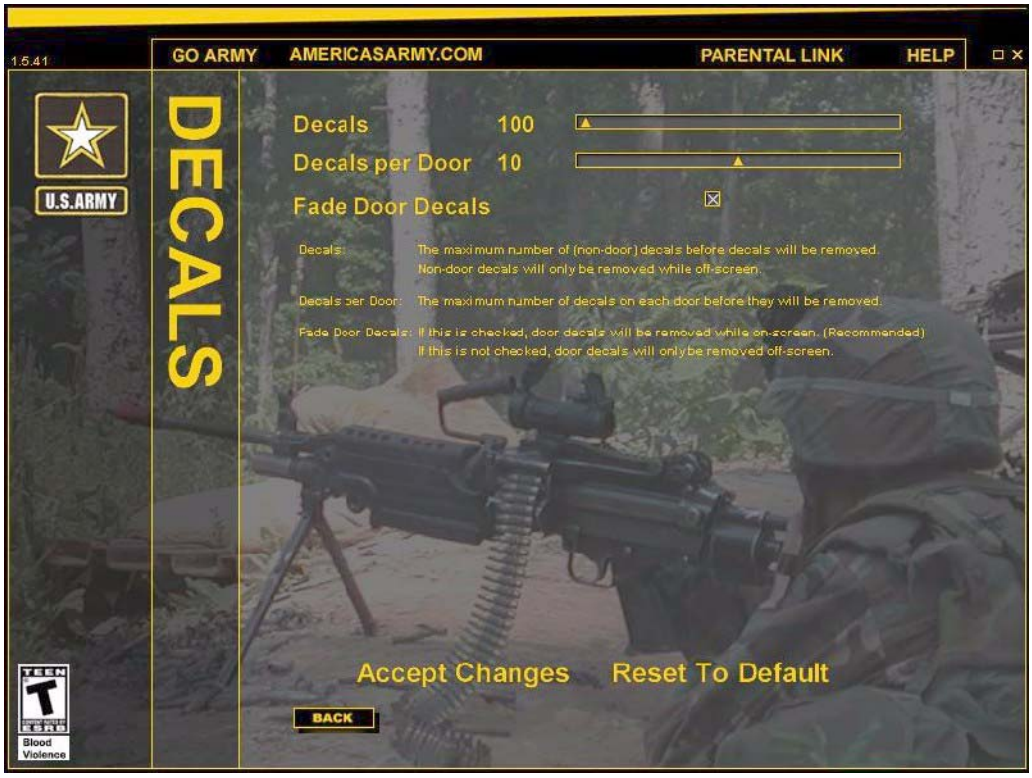
From this screen, you can choose to set your Advanced Video settings or your Decal Settings.



Advanced Video Settings Screen

Advanced Video Settings

The advanced options for the video settings include reduce mouse lag, use precaching, use trilinear, use triple buffering, use cubemaps, use compressed lightmaps, no client side effects, and a series of sliders that will allow you to choose the level of detail for interface, terrain, weaponskin, playerskin, world, rendermap, and lightmap. Each of these may enhance or degrade video performance, depending on the type of video card you are using and its drivers. Refer to your video card documentation and try various combinations offline before you experiment in a live server.


1.5.41
GO ARMY
AMERICASARMY.COM
PARENTAL LINK
HELP
U.S.ARMY
DECALS
Decals 100
Decals per Door 10
Fade Door Decals
Decals: The maximum number of (non-door) decals before decals will be removed.
Non-door decals will only be removed while off-screen.
Decals per Door: The maximum number of decals on each door before they will be removed.
Fade Door Decals: If this is checked, door decals will be removed while on-screen. (Recommended)
If this is not checked, door decals will only be removed off-screen.
Accept Changes
Reset To Default
BACK
TEEN
T
ESRB
Blood
Violence

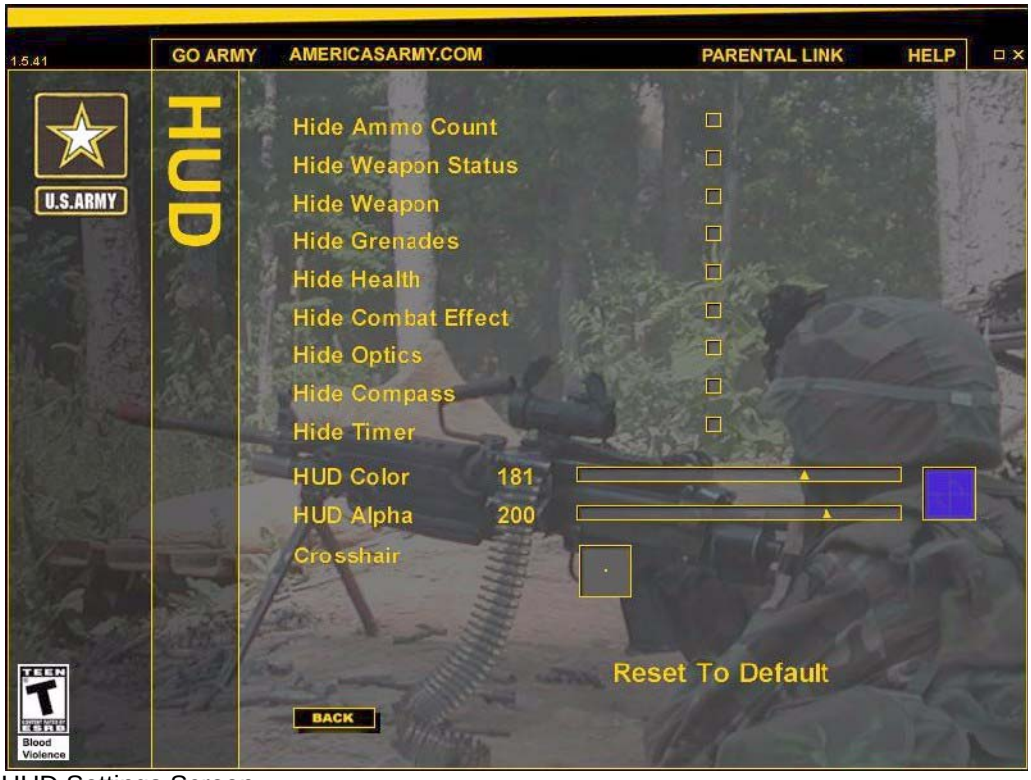
Decal Settings

On this screen you can limit the maximum number of non-door decals in the system before they begin to be removed (default is 100). Non-door decals will only be removed while off-screen. You can also choose how many decals can be placed on each door before they will be removed (default is 10), and whether or not to fade door decals while they are on-screen (recommended).

Audio Settings Screen

Audio Settings

Adjust your audio settings here, including volume, EAX, and reverse stereo, or reset to the default settings. EAX will run using software support if your audio card does not support it, however, this may have an adverse effect on your frame rate.



HUD Settings Screen

HUD Settings

Choose whether to hide any of the HUD display icons, including ammo count, weapon status, weapon, grenades, health, CEM, night vision goggles, compass, and timer. You can also change the HUD colors and color density through the sliders, and reset the size and shape of your crosshairs. These settings can also be controlled by the server administrator through the Server Command Post. For more information, see “Server Command Post” on page 38.

Army Credits

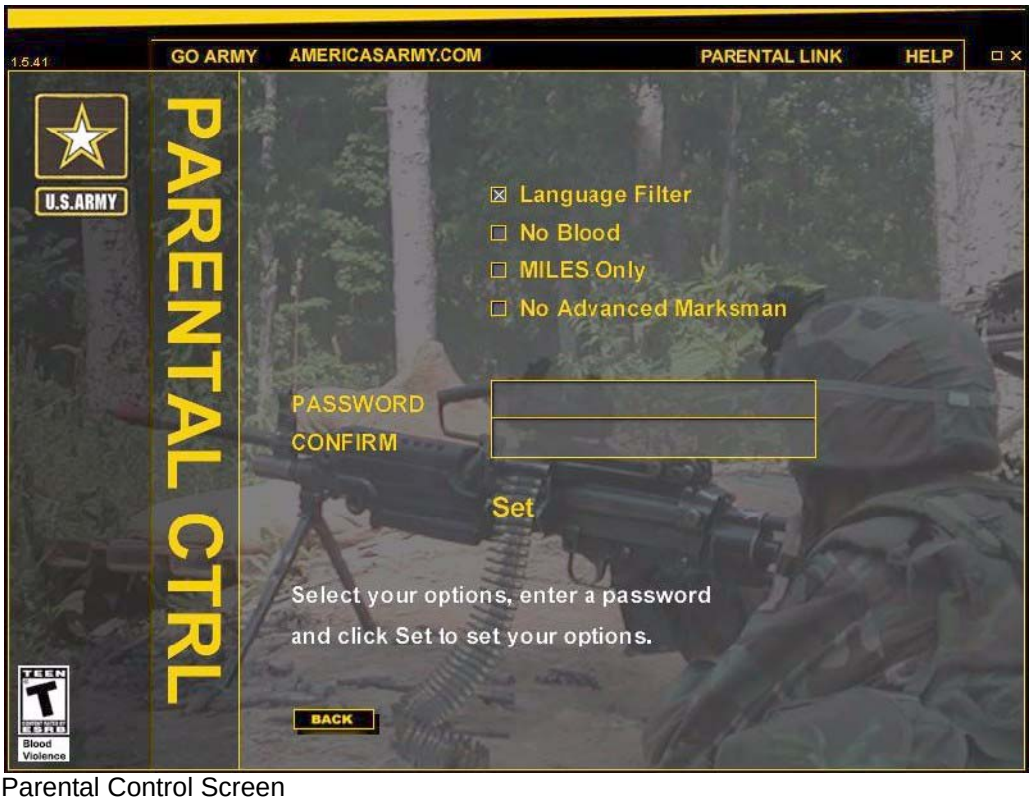
These are the official US Army representatives that aided in the creation of *America’s Army: Operations*.

Developer Credits

These are the people who created *America’s Army: Operations.*

Parental Controls

This option allows you to customize some settings within *America’s Army: Operations* for younger players.



Parental Control Screen

You can use this screen to put limitations on play. Once you have made your selections, type a password in the Password field and type it again in the Confirm field.

Here are the selections on the Parental Control screen:

Language Filter: Check this box to filter the text chat for obscenities. This replaces incoming and outgoing words on the filter list with asterisks. The default setting is to leave checked.

No Blood: Check this box to reduce the already low level of blood to none at all.

MILES Only: Check this box to limit players on this machine to MILES (training) missions only.

No Advanced Marksman: Check this box to prevent players from using long-range rifles.

Quit

Leave *America's Army: Operations* and return to your desktop.

Keyboard Map

Listed below are the default keyboard controls for *America's Army: Operations*.

Default Keyboard Assignments

Look toggle – Apostrophe	Look up – Page Up
Look down – Page Down	Center view – End
Run / walk – Shift	Move forward – W / Mouse 3 (scroll wheel)
Move backward – S	Step left – A
Step right – D	Jump – Space
Crouch – C	Prone – X ("Hit the Dirt" when sprinting)
Turn left – Left Arrow	Turn right – Right Arrow
Lean left – Comma	Lean right – Period
Strafe mode – Alt	Activate / Use / Pick up – E
Fire - Mouse1 (left button) / Ctrl	Secondary Fire – Mouse2 (right button)
Zoom – Z	Supported Mode / M203 – H
Reload – R	Clear Jam – F
Swap hands – 1	M67 Frag Grenade – 2
M83 Smoke Grenade – 3	M84 Flashbang Grenade – 4
Drop Weapon – Backspace	Communications Mode Toggle – G
Night Vision – N	Mission Screen– F1
Change Team – F3	Change Class – F2
Screen Capture – F9	Sprint – ALT or double-tap W
Show Mission Goals – F4	Report In – U
Binoculars – B	Talk / Chat – T (Y for team only)

You can manually adjust the default controls by selecting the **Settings** option from the Main Menu and then selecting **Player Controls**. The single-player portions of *America's Army: Operations* will also train you to use the various commands and controls available to you.

The Keyboard Map shows the default layout for a standard keyboard:

ArmyOps
Keyboard Layout
Main Menu ESC
Show Scores F1
Change Class F2
Change Team F3
Show Obj. F4
F5
Vote F6
F7
F8
Screen shot F9
Gamma F10
Bright ness F11
Command Post F12
PrtScn
Scr Lk
Pause
Console ~
Swap Hands 1
Frag Nade 2
Smoke Nade 3
Flash Nade 4
5
6
7
8
9
0
-
=
Drop Weapon Backspace
Insert
Home
Page Up
Look Up
Console Tab
Q
Move Forward W
Action E
Reload R
Talk T
Team Talk Y
Report In U
Set Squad Obj. I
O
P
[
]
\
Del
End
Page Dn
Look Down
Look Toggle Caps Lock
Step Left A
Move Back S
Step Right D
Fix Jam F
Comm Select G
Bipod or M203 H
J
K
L
;
Strafe Modifier '
Return
Slow/Fast Move Shift
Zoom Z
Prone X
Crouch C
V
Binocs B
Night Vision N
M
Lean Roll Left ,
Lean Roll Right .
/
Shift
Fire Control
Option
Sprint w/ W Alt
Jump Space
Alt
Option
Control
Turn Left
Turn Right
Move Forward
Fire
Left Mouse Button
AltFire
Right Mouse Button

Gameplay

The US Army relies heavily on the individual combat infantryman to do three things well - shoot, move, and communicate. In this section, you will learn how to do all three within the bounds of the game.

Note: You and your teammates will always appear to be soldiers in the US Army, while the opposing team will always appear to be OPFOR. They will see themselves as American soldiers and you and your team as OPFOR. There is no way to “play” as an OPFOR soldier.

This section covers:

- Heads-Up Display
- Change Class
- Change Team
- Movement
- Communications
- Combat
- Team Roles
- Target Identification

Heads-Up Display

The Heads-Up Display (HUD), is the overlay you see during the game that tells you the status of your character, your equipment, and other important game related information. The general areas of the HUD include the compass, chat icons, weapon status, movement / position indicator, and the Combat Effectiveness Meter. All of the HUD functions can be hidden using the HUD Settings screen or by the server administrator using the Command Post.

This is the Heads Up Display (HUD)

Compass

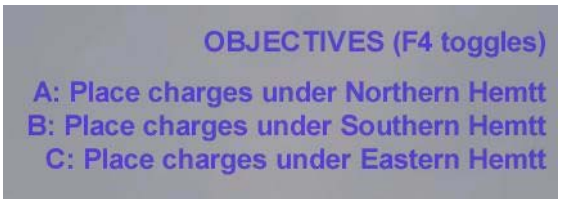
The compass, displayed at the top of your screen, serves not only to show you your direction, but also contains several pieces of important gameplay information. If there is a remaining objective, the objective's location will display on your compass for ease of navigation. As a squad leader (with the rank of Staff Sergeant), you will be able to see the location of your Fire Team Leaders on the compass. As a Fire Team leader (with the rank of Sergeant), the locations of the Squad Leader and your soldiers will be displayed in the compass. As a soldier, you will see the locations of your Squad and Fire Team Leaders in your compass. The direction to these teammates will be shown by displaying the appropriate rank insignia beneath your compass on their heading.

Chat Icon

See the section on *Communications* for more information on this icon, which is located in the top left corner of your screen, just above your communications console.

Mission Information

Basic missioon information, including the type of server you are on and what version of *America's Army: Operations* you are running, your fire team (A, B, C, or D) and current rank, a clock counting time remaining in the game (MM:SS), and your current location on the map. Your current location is what will be displayed when you Report In.

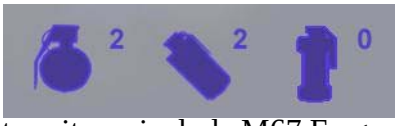

OBJECTIVES (F4 toggles)
A: Place charges under Northern Hemtt
B: Place charges under Southern Hemtt
C: Place charges under Eastern Hemtt

Mission Objectives

Your mission objectives (toggled using F4 by default) are displayed in the upper right corner of the screen, just below your fire team assignment, rank and the mission timer.

Weapon Icons

The weapon icons are displayed in the bottom left corner of your screen. These icons display representations of your primary weapon and secondary weapon. If you are carrying a weapon on your shoulder, it is displayed as a smaller icon immediately above your primary weapon (your primary weapon will automatically be shouldered when you ready a grenade or your secondary weapon). To the right of the primary weapon icon is the ammunition icon, which displays a measure of how much ammunition is left in your pouches, as well as how many bullets are left in the current loaded magazine (bullets/magazines). If you have no weapon shouldered no counter will be displayed. Above the weapon icon is an indicator that will display the status of your current weapon, such as which firing mode you are currently in, if you need to reload, or if the weapon is jammed.



Hand Grenades

The hand grenades are displayed in the bottom right corner of your screen and appear near the movement / position icon. Inventory items include M67 Fragmentation Grenades, M83 Smoke Grenades, and M84 Stun Grenades. Next to each of these icons is a number indicating how many of each type of grenade your soldier is carrying.

Target Information

If you are aiming at a target, and you are close enough to be able to distiunguish friend from foe, target information will appear in the bottom center of the screen. This will include the word Target as well as the handle of your target. If the target is on your team, the text will be blue. If the target is OPFOR, the text will be red.

Movement / Position Icon

The movement icon is displayed near the bottom right corner of your screen as a representation of which position you are currently in (standing, crouched, or prone) as well as your current speed (walking, running, or sprinting). For more information about this icon, see the section on *Movement*.

Special Equipment

If you are authorized AN/PVS-7D Night Vision Goggles (NVGs) or M22 or M24 Binoculars, an icon will appear immediately above your movement/position icon showing the type of equipment available. NVGs may be issued on any map taking place in an unlit building or interor or at night. Binoculars may be issued to squad and team leaders on specific maps.

Combat Effectiveness Meter

The level on your Combat Effectiveness Meter (CEM) just to the right of your Movement / Position Icon, shows your current accuracy and takes some time to fill back up to your current limit. The lower the meter, the lower your accuracy. This factor is affected by:

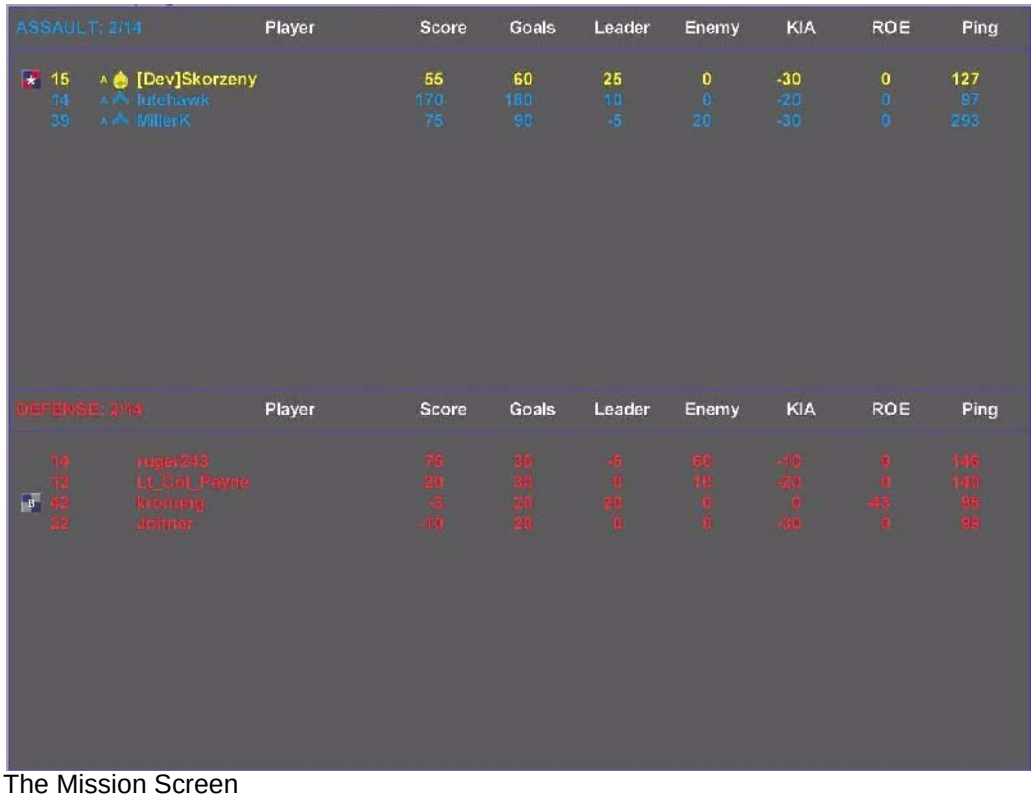
Speed	Posture
Health	Sights
Support	Class
Proximity to leaders	Explosions / Flashbangs
Suppressive Fire	Sprinting / Jumping

Proximity to leaders not only increases your current CEM level, it also makes your CEM restore faster. Whenever you hear a bullet whip or crack (or beep in MILES training missions), your CEM will briefly drop. A high-volume weapon like the M249 is an effective weapon for suppressing the opposition. Sprinting and jumping lower your CEM. Although you cannot fire while sprinting / jumping, such movementis arestill a factor for accuracy, since the CEM takes time to regain effectiveness after such exertion.

Firing at the top and bottom of the breathing pattern does not increase accuracy when zoomed in with advanced marksman rifles. Instead, advanced marksman rifles are always accurate when zoomed in; however, the CEM affects the breathing pattern of a zoomed-in advanced marksman rifle. So if your CEM is very high, the breathing pattern will be small and tight, while if the CEM is very low, the breathing pattern will swing wildly.

Mission Screen

The Mission screen displays when you press the *Mission Screen* key (default is F1) during the game, including when you are waiting to enter a game. This screen shows several statistics about all of the players currently playing on the server (players waiting for a game are not shown). Information on this screen includes Team, Player, Score, Goals, Enemy, KIA, ROE, and Ping.



The Mission Screen

Here are the selections on the Mission Screen. Unless otherwise noted, each value below defaults to zero at the beginning of the round or upon entry into the server:

Team

The players are listed by sides - *Assault* and *Defense*. The side you are on will be shown on top, in blue. The OPFOR will be shown below, in red. You can select which side you are on when you first enter the server, and you can change teams during play by pressing F3 and selecting the other team. You will change to the appropriate side automatically at the end of the round.

Player

This shows each player's handle and, for your side, player ranks and fire teams. There can be up to four fire teams (A - D) on each side, each with a Fire team Leader, and one Squad Leader. Each player's Honor level is shown to the left of his name. For more information, see "Honor System" on page 34. Some players will have special icons next to their handle, indicating a specific status:

- Development Team (Army personnel)
- Development Team
- Active Duty Army
- Army Reserve
- Retired Army
- Beta Testers

HomeLAN Staff

Supercomputer, Inc. Staff

Score
This is the player's total score for this round.

Goals
This is the player's score for objectives completed for the round.

Leader
This is the player's score for leadership for the round.

Enemy
This is the player's score for enemy eliminated for the round.

KIA
This shows how many times the player has been eliminated during this round.

ROE
This value summarizes the player's Rules of Engagement violations during this round. Lower is better. For more information, see "Rules of Engagement" on page 36.

Ping
This is the player's connection speed in milliseconds. Lower is better.

Honor System
Every new player begins the game with an Honor level of 10. Each Honor level is made up of several hundred Honor points. Your player's Honor level will rise or fall depending on your actions in the game. Some of the things you can do to increase or decrease your Honor are shown below.

Note: Your Honor will not be updated until you leave the server in which you are currently playing or after you have played ten rounds. Since each Honor level is made up of many points, with the number of points per level increasing as your level increases, you may not see a change in your Honor over the course of several sessions of play. If you drop to or below Honor level zero, your account will be banned.

Your Honor will *decrease* when you:
- Wound or eliminate other players on your team (-1 per point of ROE)
- Are kicked from the server for ROE violations (-500 points, or server ROE max if set)
- Are eliminated by any other player (-10 points per elimination)

Your Honor will *increase* when you:
- Win the current mission (10-50 points fo all team members, depends on map and side)
- Participate as Squad Leader (+20 for win, +10 per surviving squad member, -10 for losing)
- Participate as Team Leader (+10 for win, +10 per surviving team member, -5 for losing)
- Secure objectives (20-50 points per objective)

- Eliminate OPFOR (10 points per elimination)

Your Honor directly affects your team role selections within the game. The player with the highest Honor on the team get their position choice first, then the next, and so on. Even if you have a low Honor, you can still get any position, but only if there is no other player with a higher Honor who wants that role. If you prefer a certain weapon, then increasing your Honor is the only way to be sure that you will get it during play.

In the field, you can be promoted due to casualties. When a Squad Leader is eliminated, the Team Leader with the highest Honor is promoted to take his place. When a Team Leader is promoted or eliminated, the team member with the highest Honor is promoted to take his place. If you start as a leader and are eliminated during play, you will not receive any Honor bonus for leadership. If you are promoted during the mission, you will receive a partial bonus. If you start and end the mission as a leader, you will receive the highest bonus.

Cheating

Honor. Integrity. Teamwork. Those are just three of the values that guide every U.S. Soldier. As a part of this values laden organization, soldiers enjoy a very high public trust. Soldiers are expected to embody the highest standards of integrity to earn this public trust and the trust of other Soldiers that is vital to success in military operations.

This same adherence to values results in success for America's Army game players as well. Just as cheating ruins organizations, it also ruins games such as America's Army. The Army wants all of its virtual soldiers to have the best online experience possible and to ensure this we've taken a few steps to make sure that cheaters cannot ruin your gameplay.

Cheating in *America's Army: Operations* will result in an immediate reduction in Honor points so that players found to be cheating will only be able to play on retraining servers until they are able to work their Honor level above 10 points. Cheating players lose their training certification and will need to go back through Basic Training, Airborne and other schools where they will relearn the original values and keys for success that were taught. Repeated cheaters will find themselves permanently banned from the game.

Those individuals who feel they have been wrongly accused can appeal the charge by emailing banned@americasarmy.com.

Idling

Players idle in a mission when they are connected to the game but they do not participate by moving to objectives or engaging the enemy. This is an unauthorized exploit and any idling player will automatically be kicked from the server after two rounds of idling. Idling players can also be expelled from the server by using votekick. If a player is shot by a teammate during a mission, even if they have not moved, they are not considered to be idle for that round.

Votekick

If you feel that a particular player is detrimental to the play of the game, but is not cheating, you may initiate a votekick on that player. This feature can be easily abused, and is intended solely to

kick players who are idling, using profanity, spamming chat or shooting their teammates repeatedly. To initiate a votekick, open the console using the tilde key (~) and type “votekick playername reason”, where playername is the name of the player you want to kick, and reason is the number of the reason you want to kick them (required). To view a list of players on the server, type “playerlist” in the console. The player’s number may be used instead of their name for purposes of initiating a votekick. To view the reasons available, type “reasonlist” in the console. The reason list includes:

1. Player is Idle
2. Player is Violating ROE
3. Player has used foul or abusive language
4. Player is spamming chat

You will automatically cast the first vote in favor of the votekick. To vote in support of a votekick initiated by another player, press F6. You cannot vote to kick more than once per votekick initiated.

Note: The system will automatically warn players who “spam” (post too many text messages in the text chat) that they are exceeding the rate of about four messages every ten seconds. Additional messages will be ignored. Players who intentionally work around this restriction to spam chat may be votekicked.

Rules of Engagement

The Rules of Engagement specify under what conditions a soldier in the US Army may use force. In general, this means that you must obey the laws of war - you are not to attack civilians, surrendering enemy soldiers, medics, and the critically wounded. Above all, you are not to attack other US Army soldiers under any conditions.

There are several ways to tell friendly troops from OPFOR (see “Target Identification” on page 57 for more information):

- At close range, other US Army soldiers will show a green nametag when you aim at them. OPFOR soldiers will show a red nametag.
- At long range, friendly forces are identifiable by their helmets and rucksacks. The OPFOR will not have these items.
- When firing, American machineguns will be identificable by their red-orange tracers. The OPFOR will be firing green tracers (note that this is the reverse of the nametag colors).
- Finally, the weapons of the US Army sound different, when fired, than those of the OPFOR.

Each time that you violate these rules, you will be penalized by the addition of ROE points, which directly reduce the amount of Honor you will receive for the mission.

- The number of points of ROE is directly related to the damage inflicted on friendly troops by the attack (+40 for any attack which eliminates another US Army soldier).
- You will be kicked and sent to Leavenworth immediately if you attack any US Army soldiers within the first 20 seconds of the mission.
- ROE violations within the first 45 seconds count for double the normal value.

- ROE violations when your crosshair or aiming pip is green (showing a friendly target) will count for double the normal value at any time during the mission.
- All ROE violation modifiers are cumulative, so shooting and eliminating another soldier at 42 seconds at close range (with a green crosshair) would give you (Damage+40)x4 ROE points.
- If at any time you have a total of 400 or more points of ROE, you will automatically be sent to Leavenworth. This will also affect your Honor with an additional penalty.

The bottom line - “Friendly fire isn’t friendly.” Always check your targets and use planned avenues of approach combined with frequent and detailed communication to ensure that you do not accidentally fire on a teammate.

Inside Fort Leavenworth Military Prison

Mission Completion

A mission is ended when all the required objectives have been completed, the timer has run out, or when all of the members of one team have been eliminated. When a mission has ended, the Mission Screen will be displayed until the next mission begins.

Here are the general objectives for all of the missions, in alphabetical order:

Bridge

- Assault Objective - Cross the bridge and get data to waiting trucks.
- Defense Objective - Stop or delay the assault team.

FARP Raid

- Assault Objective - Jump from a C17 and destroy enemy helicopter at the Forward Area Rearming and Refuel Point (FARP).

- Defense Objective - Defend the FARP and helicopter. Stop or delay the assault team.

FLS

- Assault Objective - Jump from C17 and gain control of the hangar facility by running to the door.
- Defense Objective - Guard the door. Stop or delay the assault team.

HQ Raid

- Assault Objective - Free the prisoner.
- Defense Objective - Guard the prisoner. Stop or delay the assault team.

Insurgent Camp

- Assault Objective - Obtain data from two computers in the Insurgent Camp building (one in room on roof, one in basement).
- Defense Objective - Guard the computers. Stop or delay the assault team.

Mountain Ambush

- Assault Objective - Ambush OPFOR in vicinity of sites Alpha, Bravo, and Charlie.
- Defense Objective - Stick with and guard your SSG. Visit each of the three sights.

Mountain Pass

- Assault Objective - Reach the waiting trucks.
- Defense Objective - Guard the trucks. Stop or delay the assault team.

MOUT McKenna

- Squad "Loyalty" Objective - Secure and defend three objectives located in the church and blue and white buildings.
- Squad "Honor" Objective - Secure and defend three objectives located in the church and blue and white buildings.

Pipeline

- Assault Objective - Either secure the main control panel or shut down the three pipeline valves.
- Defense Objective - Guard the panel and valves. Stop or delay the assault team.

Radio Tower

- Assault Objective - Place demolitions charges on the radio tower and rescue the hostages.
- Defense Objective - Prevent demolition of the radio tower by the assault force and defend the aid workers.

River Basin

- Assault Objective - Place demolitions charges under the HEMTT at each of three locations.
- Defense Objective - Prevent demolition of the HEMTT by the assault force. Stop or delay the assault team.

Swamp Raid

- Assault Objective - Raid the command post and retrieve plans and documents.
- Defense Objective - Guard the command post. Stop or delay the assault team.

Tunnel

- Assault Objective - Link up with friendly forces near exit of tunnel complex (get to and open a door at the bottom level, usually guarded).
- Defense Objective - Isolate and defeat enemy force within the tunnel complex.

Weapons Cache

- Assault Objective - Secure and photograph mercenary force weapons caches.
- Defense Objective - Deny terrorists access to main structure and protect weapons systems. Stop or delay the assault team.

Change Class

The Change Class screen displays when you press the *Change Class* key (default is F2). On the Change Class screen you may select your preferred class for the next mission. When you first enter a server, this screen will be disabled. When you choose a class, there is no guarantee that you will get it. Class assignments are based on selection, Honor, and the need for leaders.

The Change Class Screen

Here are the selections on the Change Class Screen:

Cancel
This cancels your selection and closes the Change Class screen.

Select
This confirms your selection and closes the Change Class screen.

Classes
Each available role is shown, along with a numeric ratio showing how many players have currently selected that preference and how many squad members of that class are available. The lower the ratio, the more likely you are to get that selection. The *Random* selection does just that - it assigns your position in the squad randomly.

> **Note**: If you have a higher Honor than the other players who have chosen a particular role, you are more likely to get it; however, you are also much more likely to be selected for a leadership role if nobody else has chosen a leadership role and you have a high Honor. Your current score in the match will also affect how likely you are to get the role you choose (if you are doing well in a position, it is less lilely that it will be assigned to someone else, even if their Honor is higher).

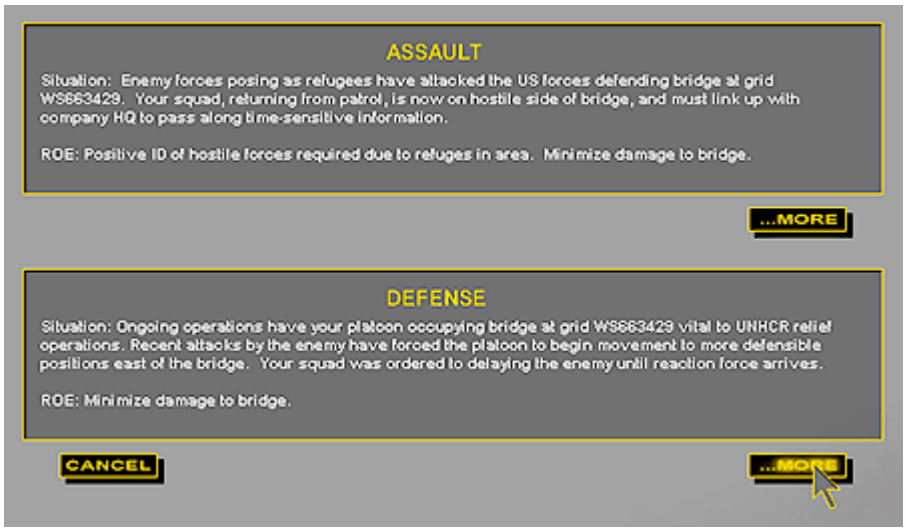
Role selection is determined each mission using a weighted system based on availability, score, and Honor.

- First the Squad Leader is assigned.
- Next, the Fireteam Leaders are assigned (if any).
- Next, the special class players are assigned (if any).
- Next, players who did not get what they wanted are assigned to leftover classes.

Avoid Leader Roles
If you check this box, the system will try to avoid putting you into a Squad Leader or Team Leader position. If no player selects a leadership position, then leaders will be appoiinted based on Honor and other selections.

Change Team

The Change Team screen displays when you press the *Change Team* key (default is F3). When you first enter a server, you will automatically be assigned to the team with fewer players unless you choose a team. If the server is set to autobalance sides, you will be assigned to the team with fewer players no matter what you select, unless there are other new players waiting to enter who have selected that team.


ASSAULT
Situation: Enemy forces posing as refugees have attacked the US forces defending bridge at grid WS663429. Your squad, returning from patrol, is now on hostile side of bridge, and must link up with company HQ to pass along time-sensitive information.
ROE: Positive ID of hostile forces required due to refuges in area. Minimize damage to bridge.
...MORE
DEFENSE
Situation: Ongoing operations have your platoon occupying bridge at grid WS663429 vital to UNHCR relief operations. Recent attacks by the enemy have forced the platoon to begin movement to more defensible positions east of the bridge. Your squad was ordered to delaying the enemy until reaction force arrives.
ROE: Minimize damage to bridge.
CANCEL
...MORE
The Change Team screen

Here are the selections on the Change Team Screen:

Cancel

This cancels your selection and closes the Change Team screen.

More

This shows the mission of the selected team and provides you with another set of options, to go **Back** to the main Change Team screen, or to **Select** the team you are viewing.

Movement

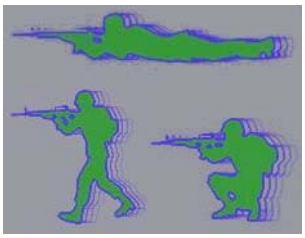
With the default settings, you can use your mouse to look, aim and turn around in your environment. Your movement is controlled using the keyboard.

Speed

Walking is the slowest method of movement when standing or crouched, but is quieter than running or sprinting.Crawling is only useful for taking cover or when the enemy is near. When you are moving slowly, (default is Shift to move slowly) you can keep your iron sights up (zoomed). Running is the default speed at which you move about the world. You can toggle between walking and running by pressing the Shift key, and your movement icon will display your current speed in the bottom right corner of the screen. Sprinting is the fastest method of movement available in *America's Army: Operations*, and you can toggle to sprint mode by double tapping and holding your forward movement key (default is W) at any time. Note that while you are sprinting, your weapon accuracy would be extremely limited, and you would be more prone to an accident. To prevent this from happening, your weapon is automatically lowered when you enter sprint mode, and will remain temporarily unavailable to you until you return to a running or walking state. Your overall speed of movement will also be affected by the encumbrance of the weapons and inventory you are carrying, as well

as the extent of any current wounds. To “Hit the Dirt” (drop prone) while sprinting, press the *Prone* key (default is X).

Position



Your movement / position icon will also display whether your character is standing, crouching or prone (crawling on the ground). Note that the lower you are to the ground, the slower your movement will be, but the more accurate and stable your firing will be and the quieter you will be when advancing toward a target. There are fast and slow modes of walking while crouched, as well as low and high crawl modes available when your character is prone. When you are standing directly in front of a wall, door, tree, or other object, your weapon will automatically be lowered (as when sprinting) to avoid damaging it against the object.

Fatigue

Fatigue can be caused by any number of activities, including running, jumping and stress. When your soldier is temporarily fatigued, he will not shoot as accurately. In combination with wounds, fatigue can drastically reduce a soldier’s capability to move and fire. You will be able to see an immediate effect on your CEM when you run, jump, or are fired upon. This effect will slowly return to normal as you rest and recover, up to the current limit of your wounds. Frequent running or jumping will cause a noticable reduction in speed. Repeated jumping may leave your soldier too tired to continue jumping or unable to jump as high or as far without resting.

Doors

Many doors can be opened in *America’s Army: Operations*. You can open a door by standing in front of it and pressing the *Use* key (default is E). To stop a door at any point in mid-swing, or to close a door that has already been opened, simply press the *Use* key again while standing in front of the door. Doors will always open away from you, from either side. Note that the lower you are to the ground, the slower a door will be opened.

Some doors, such as prison-cell type bar doors and slatted wooden doors, can be shot through cleanly. It is much easier to shoot through them when you are close to them than to shoot through the cracks from a distance. Stun and frag grenades are still effective through such doors, but may have a reduced chance to wound or kill if part of the door blocks thedirect line between the grenade and the person behind the door. Take careful aim when trying to shoot through gaps in doors.

Communications

Good communication with your teammates is essential to the successful completion of a mission. In-game communications allow you to chat with other players online, communicate with your team, and signal to other players that you are ready to play. To scroll through the various modes of in-game communication, press the **G** key. Your communications are defaulted to Radio at the start of a mission. To use the selected mode of communication, press the number of the designated message you would like to send, or press the **T** key to type in a personalized message. Your messages and those of others will appear in the upper-right corner of your screen, immediately below

the communication icon. When you first change your communications mode, a set of shortcuts will alppear to allow you to quickly use some default messages. For some methods of comunication, you can also press 0 to bring up additional menus of extended commands as shown. All messages (except hand signals) will appear as text in the upper left of your screen. Default voice messages will also be audible.

Talk / Chat

By pressing the **T** key you will be able to talk or chat with the other people in the game.

Radio

Use the squad radio to send messages to only those players on your team. Automatic voice commands include:

1 - Move out	0,1 - Up	0,0,1 - Sniper
2 - Stop	0,2 - Down	0,0,2 - Frag'em
3 - Cover me	0,3 - Left	0,0,3 - Smoke'em
4 - Enemy spotted	0,4 - Right	0,0,4 - Flash'em
5 - Take cover	0,5 - North	0,0,5 - Grenade
6 - Enemy down	0,6 - South	0,0,6 - Ready
7 - Area secure	0,7 - East	0,0,7 - I'm hit
8 - Roger	0,8 - West	0,0,8 - Secure the area
9 - Negative	0,9 - Hooah	0,0,9 - Check your flanks

Squad Leader

The Squad Leader has additional commands he may issue over the squad radio. Automatic voice commands include:

1 - Form up	0,1 - There's no "I" in team
2 - Spread out	0,2 - That may be your way, but it's not the Army way
3 - Fall back, fall back	0,3 - What are you doing, soldier?
4 - Open fire	0,4 - Hit the dirt
5 - Cease fire	0,5 - Stay down
6 - Hold this position	0,6 - Grandma was slow but she was old
7 - Report in	0,7 - That don't make no sense at all
8 - Silence, silence	0,8 - Good job soldier

9 - Operate as a unit	0,9 - Great job team

Shout

A shout is a message that all players in your general area will hear. Automatic voice commands include:

1 - Move out	0,1 - Up	0,0,1 - Sniper
2 - Stop	0,2 - Down	0,0,2 - Frag'em
3 - Cover me	0,3 - Left	0,0,3 - Smoke'em
4 - Enemy spotted	0,4 - Right	0,0,4 - Flash'em
5 - Take cover	0,5 - North	0,0,5 - Grenade
6 - Enemy down	0,6 - South	0,0,6 - Ready
7 - Area secure	0,7 - East	0,0,7 - I'm hit
8 - Roger	0,8 - West	0,0,8 - Get the door
9 - Negative	0,9 - Hooah	0,0,9 - Check your flanks

Whisper

A whisper is a message that only those very close to you can here. Automatic voice commands include:

1 - Move out	0,1 - Up	0,0,1 - Sniper
2 - Stop	0,2 - Down	0,0,2 - Frag'em
3 - Cover me	0,3 - Left	0,0,3 - Smoke'em
4 - Enemy spotted	0,4 - Right	0,0,4 - Flash'em
5 - Take cover	0,5 - North	0,0,5 - Grenade
6 - Enemy down	0,6 - South	0,0,6 - Ready
7 - Area secure	0,7 - East	0,0,7 - I'm hit
8 - Roger	0,8 - West	0,0,8 - Pssst!
9 - Negative	0,9 - Hooah	0,0,9 - Check your flanks

Global Chat

Global chat allows you to chat with everyone in the game (including OPFOR) using text only.

Hand Signals

In *America's Army: Operations* you are able to make authentic US Army hand signals. When you give a hand signal in the game, your character will make the animated motion, but there is no audible indication that you are communicating with those around you. This silence is often the tactical advantage you will need to complete a mission. Automatic commands include:

1 - Move out

2 - Stop

3 - Get Down

4 - Look this way

5 - Ready

6 - Double-time (run)

8 - Affirmative

9 - Negative

"Move out" - The right arm sweeps from back to front in an overhead motion

“Stop” and “Look”

“Get down” - The right arm makes a downward motion from the shoulder, palm down

“Ready” and “Affirmative” (Affirmative is accompanied by nodding)

“Double-time” - The right fist is pumped up and down

“Negative” - The right hand makes a cutting movement across throat

Report In

When you use the *Report In* feature, you will automatically inform your teammates of your current location (default is U) by Squad Radio. You can also Report In by opening the console (default is ~) and typing “reportin”.On each map, zones are defined with specific location names. When you *Report In*, the zone in which you are located is automatically used to make the report. This zone also appears on your HUD in the upper right corner, below your rank.

OPFOR Communications

Sometimes you may hear the OPFOR yelling in their native tongue on the battlefield. Aside from giving you a good indication of where they are and which side they are on, you may also be able to figure out what they mean. A few of the more common phrases they may use are shown below. Of course, they may not pronounce them exactly according to the dictionary, but you should be able to recognize basic terms.

Move out!	Napadateniti!	Grenade!	Granata!
Stop!	Stoiteniti!	Ready!	Gotove!
Cover me!	Zashiteniti miya!	I'm hit!	Ya ranenite!
Enemy spotted!	Vrag habite pyatnaten!	Secure the area!	Okraniteniti raiono!
Take cover!	Koberteniti!	Get the door!	Proveriteni dvera!
Enemy down!	Vrag ranenat!	Check your flanks!	Proveriteni storoni!
Area secure!	Raiono okranit!	Frag out!	Brosite granata!

Combat

While tactical movement and good communication skills are often essential to the successful completion of a mission, the US Army exists to defend freedom, and employing force in combat is an important element of their job. For a detailed walthrough of weapons firing, see the section on Training.

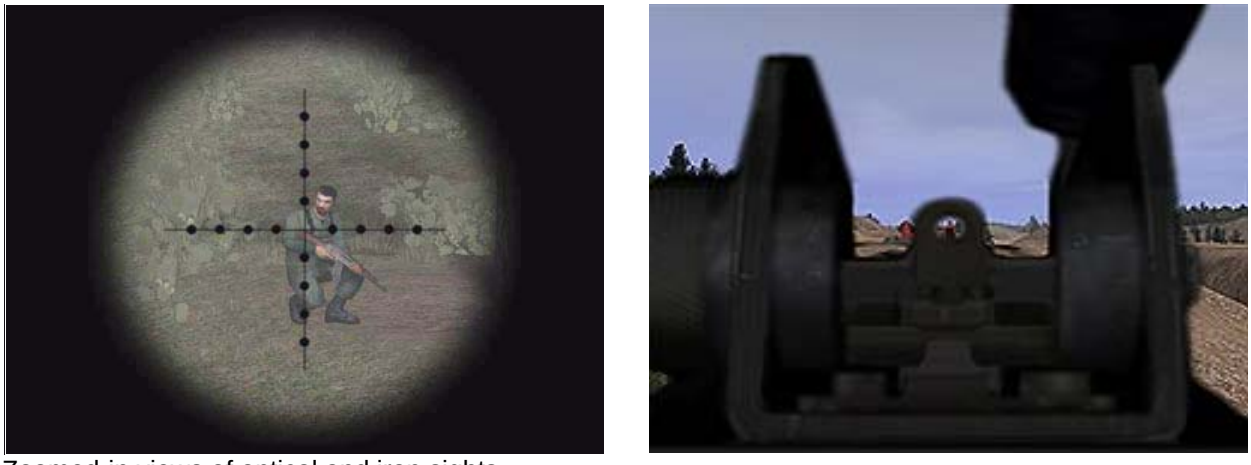
Weapons Firing

Crosshairs

To assist in aiming and target identification, there are several crosshairs available from which you can choose. The crosshair will default to the color yellow, and will switch to a red color if targeted on the Opposing Force (OPFOR), or green when targeted on a teammate. At longer ranges, where it is difficult to distinguish friend from foe, this feature is disabled - another good reason for teamwork and communication. If you wish, you can select that no crosshair be displayed. Be careful! Firing on a teammate is a serious crime and may result in your incarceration in the US Army Disciplinary Barracks at Fort Leavenworth. Repeated violations may result in removal or banning from official US Army game servers by HomeLAN Army Game Administrators (AGA).

Zoom Mode

Any weapon with a scope will be able to zoom in to an increased magnification when you press the secondary fire button. Pressing the Zoom key (default is **Z**) on a weapon that does not have a scope will bring the weapon's sights to eye level, displaying the "iron sights" of the weapon as in the image below right. This method of aiming aids in your accuracy while firing, similar to employment of actual US Army weapons. When you are walking slowly, you can keep your iron sights up (zoomed).



Zoomed-in views of optical and iron sights

Supported Mode

Some weapons, such as the M249 and the M82 have a bipod on the front of the weapon for stability. You will be much more accurate if your bipod is deployed and your weapon is supported, but your range of movement will be severely limited.

Hand Grenades

To use hand grenades, first select the grenade you would like to throw (2 = M67 frag, 3 = M83 smoke, 4 = M84 stun). When you throw a hand grenade, your left arm will be raised for balance. You can also use it as an aiming point, as the line between the tip of your thumb and the tip of your index finger is aligned with the center of the screen.

You can press the *Secondary Fire* button (default is right-click) to change the default of throwing the grenade to rolling the grenade (shorter range but more accurate and less likely to bounce). Next, prepare the grenade by pulling the pin using the *Fire* button. If you press *Fire* as the grenade is coming up, it will be pulled immediately. Press and hold the Fire button to prepare to throw, or press and release it to arm and throw the grenade. If you are holding the grenade ready to throw, you can "cook off" the grenade by pressing the *Secondary Fire* button. This will let the safety "spoon" fly off and start the fuse. Be careful! The grenade is now live and will detonate when the fuse burns out (1-2 seconds for a flashbang and 4-5 seconds for frag and smoke grenades). It is possible to throw a cooked-off grenade in such a way that it explodes in the air, which is a good way to attack personnel hiding behind cover.

When you throw (not roll) a grenade, you will automatically shout "Frag out!", unless you are walking slowly or you press the SHIFT key while throwing. You will also switch automatically back to your primary weapon once the grenade is thrown (this feature can be turned off in the player settings).

Note: You can "take one for the team" and save your buddies by diving onto a hand grenade - your body may absorb enough of the blast and fragments to allow them to escape damage and avenge your heroic death.

Weapons Management

Reloading

Reloading ammunition is accurately modeled after actual Army weapons. Fire discipline is essential to success on the battlefield since ammunition is not limitless. Like the real Army, you are issued a basic load of ammunition for each mission. Once your first magazine is expended, the act of reloading is not instantaneous. Pressing **R**, the *Reload* key, begins the reload process, which takes longer for some weapons than others.

Clearing Malfunctions ("Jams")

The weapons in *America's Army: Operations* simulate a realistic level of malfunctioning appropriate for that particular weapon in terms of frequency. While it is an unexpected occurrence, all weapons will randomly malfunction at one time or another. To remedy the problem press **F** for *Fix Jam*. Malfunctions are much less likely to occur at the beginning of a mission, when your weapon is still clean.

Picking up and Selecting weapons

Your soldier starts with a standard Basic Issue of weapons dependant on your position in the squad. If you should run out of ammunition, or wish to fight using a different weapon, you can pick up any weapon that has fallen to the ground by pressing the *Use* key (default is E). When you

pick up a secondary weapon, that weapon will be stored on your shoulder. You can press the *Swap Hands* key (default is 1) to switch between your current and shouldered weapons. Note that in order to use a grenade, you will need to shoulder your current weapon. If you already have a secondary weapon on your shoulder, you will be unable to shoulder your current weapon and your grenades will therefore be temporarily unavailable to you. If you wish to drop the weapon you are currently carrying, you can press the *Toss Weapon* key (deafult is backspace) and empty your hands. You should also be aware that picking up a advanced marksman rifle in battle allows you to employ the weapon but does not automatically make you a qualified advanced marksman.

You use the following default keys to select your current weapon:

1 - Swap Hands (secondary weapon or shoulder primary weapon)
2 - M67 Fragmentation Hand Grenade
3 - M83 Smoke Grenade
4 - M84 Stun Grenade
H - M203 or bipod (if available)

Your right mouse button can be used to switch between modes of fire (e.g., semiautomatic and burst or automatic and burst), if available.

Damage

Damage modelling in *America's Army: Operations* is very realistic. Each weapon has a different damage factor based on the relative stopping power of the fired bullet. Every part of your body has a greater or lesser effect on your overall health. The combination of less-powerful weapons hitting non-vital areas of your soldier are more likely to produce lighter wounds, while heavier weapons hitting the head and chest are more likely to kill your soldier. The fact that your soldier is wearing a helmet and vest is also taken into account.

In a MILES training mission, you will not be affected by wounds. When you are eliminated, your soldier will sit down or lay down, remove his helmet, and lay down his weapon to indicate that he is out of the scenario. You may continue to watch the game from this position or, if the server allows it, click your left mouse button to switch your viewpoint between living soldiers and preset locations.

In a live-fire mission, you may be wounded or killed by enemy fire. When you are wounded, your soldier icon (in the lower right corner of your HUD) will show yellow to indicate a light wound or red to indicate a serious wound. Wounds force your soldier to move progressively slower, and also slow the recovery time and maximum level of recovery of your CEM. If you are killed, your soldier will fall to the ground and drop his weapon. You may continue to watch the game from this position or, if the server allows it, click your left mouse button to switch your viewpoint between living soldiers and preset locations.

Death

If your soldier is killed in action, your participation in the mission will come to an abrupt end. You can still watch the action, however. On official servers, you can only spectate from friendly players. If you press the *Use* key (default is E) while spectating from a player, you will be able to see

from their first-person viewpoint. Otherwise, you will be limited to a third-person view from just above and behind their position. You may continue to chat while you are spectating, however, live players will be unable to see your text. OPFOR players who have become casualties and players witing to join the game will be able to view your chat text, and you will be able to read theirs. You may chat solely with eliminated teammates by typing Y instead of T to initiate your message.

On unofficial servers, you may be able to view the action from specified locations or even OPFOR players, depending on the server settings. Click your left mouse button to switch between player or location views at any time.

Note: There is no "respawning" in *America's Army: Operations*. Once you have been eliminated from the mission you must wait until one side or the other wins or time runs out. If you remain on the server, you will automatically rejoin the action when the next game begins.

Cover and Concealment

Cover protects you from enemy fire, as well as the blast and fragments of grenade explosions. It comes in two flavors, *full cover* and *partial cover.* Full cover will completely stop any bullets or fragments from hitting you. Vehicles, rocks, stone buildings and large trees are examples of full cover. Partial cover may stop or reduce the power of bullets and shell fragments. Although you may still be injured, you are less likely to be killed outright when you are behind partial cover. Partial cover includes doors, fences, small trees, and furniture.

Concealment provides little or no protection against enemy attack. The advantage of concealment is that it may hide you from direct observation by the enemy. Take care, when you are concealed, to let other players on your team know where you are, to avoid an accident. Concealment includes bushes, water, shadows, tents, tinted windows, and fog.

Ricochets

Bullets and grenade fragments may ricochet from hard surfaces and hit you, even if you are in cover. These "spent" bits of metal (or pieces of rock, wood, or brick that are broken from the object) will not be as lethal as direct hits, but can still cause injury and even death. To avoid such wounds, ensure that you are not directly in front of hard cover, such as a stone building or brick wall, where bullets could easily ricochet and hit you. Be careful when firing indoors or in tunnels that you do not aim directly at a wall, in order to avoid hitting yourself with a ricochet. Finally, take care when using rocks and rubble for protection. By staying well behind this type of cover, you can limit the likelihood of being struck.

Team Roles

A US Army squad is made up of two teams, each of which consists of a mix of riflemen, grenadiers, and machinegunners and led by a Sergeant. The squad is led by a Staff Sergeant.

Note: The quantity of grenades issued for standard missions is shown below, however, some missions may vary the amount and/or type of hand grenades issued to soldiers.

Squad Leader

Weapon: M16A2, M4, or M4A1 with 7 30-round magazines

US Army soldiers work as members of a squad. Every squad needs direction, and that's where the Squad Leader comes in. Armed with the M16A2 rifle or M4/M4A1 carbine, the Squad Leader is the one responsible for the success or failure of the squad’s mission. Since the Squad Leader is a position of special responsibilty, this role has additional built-in phrases when using his radio. There is one Squad Leader per squad.

Team Leader

Weapon: M16A2, M4, or M4A1 with 7 30-round magazines

US Army infantry squads are organized into fire teams. Each fire team has a specific mission task, such as assaulting or defending an objective, acting as an overwatch or maneuver element, or providing flank security or a base of fire. These tasks are subordinate to the overall mission of the squad. There is one Fire Team Leader per fire team. There may be anywhere from one to four fire teams per squad, depending on the nature of the mission.

Grenadier

Weapon: M16A2 with M203, 7 30-round magazines and 7 40mm grenades

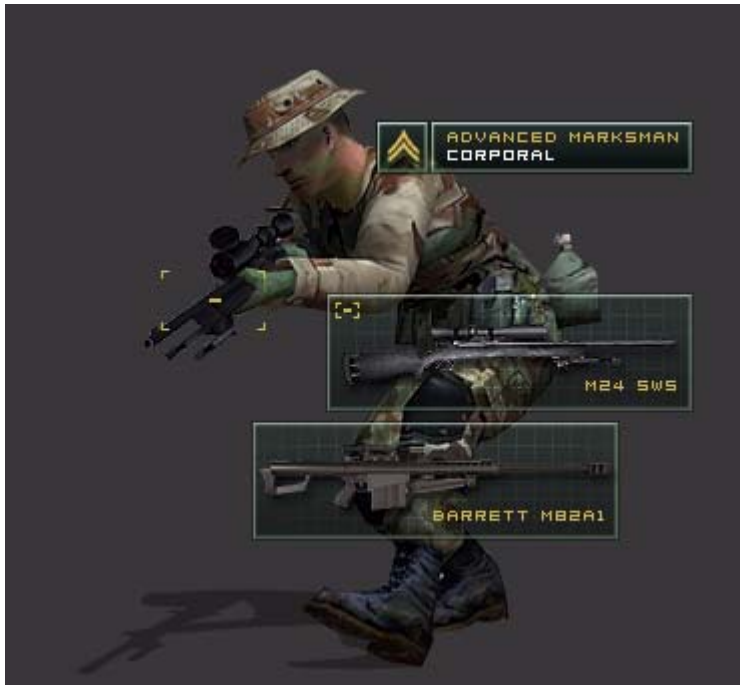
The grenadier is a key member of the US Army fire team. Armed with an M16A2 or M4 / M4A1 with attached M203 grenade launcher, the grenadier can deliver accurate fire at point and area targets from medium to long distances. In addition to his M203, the grenadier is outfitted with a variety of hand grenades useful in close-quarters battle. Of course, his M16A2 is also fully functional, making him one of the most versatile roles available. There may be up to one grenadier per fire team, depending on the mission.

Automatic Rifleman

Weapon: M249 with 4 200-round boxes

Armed with the M249 Automatic Rifle (AR), the Automatic Rifleman combines awesome fire-power with quick maneuverability. The AR is essential in providing both supportive fire from long distances, as well as overwhelming volumes of fire in the attack, and is particularly useful in suppressing enemy positions. For self-defense, the Automatic Rifleman has three fragmentation hand grenades. No fire team is complete without the Automatic Rifleman. There may be up to one Automatic Rifleman per fire team, depending on the mission.

Advanced Marksman



Weapon: M24 SWS with 50 rounds or M82A1 SAMR with 5 10-round magazines

Relying on stealth and patience, the advanced marksman is specially trained to employ either the hard-hitting Barrett M82A1 SAMR or the pinpoint accurate M24 rifle. The advanced marksman can be used in the offense, striking individual targets from great distances, or as a reconnaissance element. You must complete the Infantry Advanced Marksmanship School to become a US Army advanced marksman. Aside from their special rifle, you can easily identify a friendly advanced marksman by his headgear - they wear a soft “boonie hat” instead of a Kevlar helmet (except in arctic environments).

Rifleman

Weapon: M16A2, M4, or M4A1 with 7 30-round magazines

The majority of soldiers in any squad are riflemen. Their purpose is to complete the mission, give covering fire, and act as a maneuver element (when organized into fire teams)to execute the Squad Leader's plan. The Rifleman is the mainstay of the infantry, and the primary role available during play. To make the Rifleman more versatile in close-combat, he is equipped with a variety of hand grenades in addition to his rifle.

Target Identification

There are many possible targets on the battlefield. One of the essential skills of any soldier is to be able to distinguish friend from foe in the heat of combat. For more information on penalties associated with attacking teammates and civilians, see "Rules of Engagement" on page 36.

> **Note**: You and your teammates will always appear to be soldiers in the US Army, while the opposing team will always appear to be OPFOR. They will see themselves as American soldiers and you and your team as OPFOR. There is no way to "play" as an OPFOR soldier.

Friendlies

The key to avoiding “friendly fire” incidents is to hold your fire unless you are sure of your target. Friendly forces (except for advanced marksmen) wear easily-recognizable helmets and US Army-issued uniforms. Only friendly personnel carry backpacks, and you should already know how to identify friendly weapons (see “US Army Weapons” on page 153).

During MILES training, your weapons and equipment will be identical to that of your opponent, with the exception of your uniform and rucksack. The MILES gear will be worn as part of your basic load.

During actual combat, your weapons and equipment will be very different from those of your opposition. In addition, some friendly forces may wear different headgear or carry non-standard weapons (particularly airborne and Ranger units, which prefer the M4 or M4A1 to the M16A2).

Don’t forget these basics, already mentioned under “Rules of Engagement” on page 36:

- At close range, other US Army soldiers will show a green nametag when you aim at them. OPFOR soldiers will show a red nametag.
- At long range, friendly forces are identifiable by their helmets and rucksacks. The OPFOR will not have these items.
- When firing, American machineguns will be identificable by their red-orange tracers. The OPFOR will be firing green tracers (note that this is the reverse of the nametag colors).
- Finally, the weapons of the US Army sound different, when fired, than those of the OPFOR.

Sample uniforms of friendly forces in a desert environment

Sample uniforms of friendly forces in a forest environment

Sample uniforms of friendly forces in a winter environment

OPFOR

“Know your enemy” has been an axiom of warfare since ancient times. If you can spot your enemy and identify him with certainty even when he is hidden or behind cover, you will be able to choose when and where to engage him for maximum efficiency. Being able to recognize OPFOR weapons (see “Opposing Force Weapons” on page 162)and understanding a few simple phrases of their vocabulary (see “OPFOR Communications” on page 47)can also help prevent accidental firing on teammates.

MILES Training

During the course of your training, you will be thrown up against dedicated squads from other units using MILES gear and practice grenades. In order for you to be able to tell friend from foe, OPFOR soldiers are supplied with modified uniforms.

Some of the clothing available to OPFOR in a training environment

Live Fire Missions

On real missions, you can never be sure what the enemy will be wearing, only that you must be ready for anything. Frequently, the OPFOR will be operating on their own, with little formal support, so they may not have uniforms. The OPFOR you encounter in similar types of terrain will often be outfitted similarly in accordance with the landscape or weather of the region.

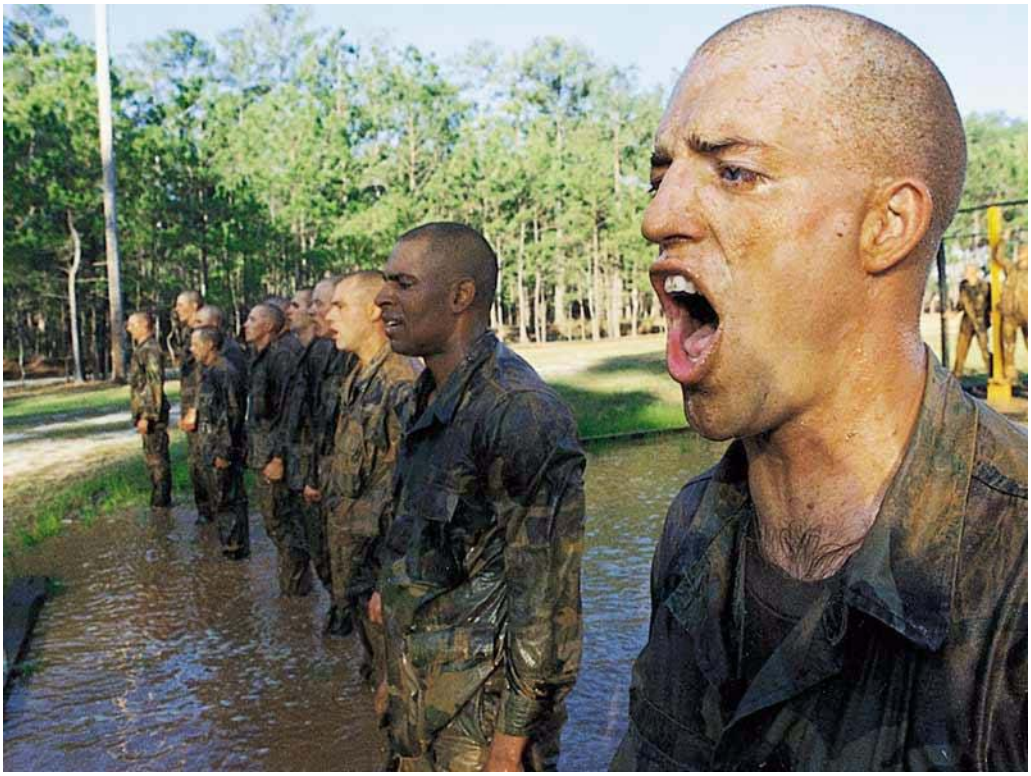
Some of the clothing available to OPFOR who live in wooded or urban areas

Some of the clothing available to OPFOR who dwell in the desert

Some of the clothing available to OPFOR who fight in the snow

Other

It is seldom just your squad and the OPFOR out there on the battlefield. Residents, refugees, medical personnel, and other noncombatants can also be found. Shooting innocent bystanders is not just against US Army policy, it is a violation of the Laws of War and will be dealt with harshly.



Training

There are several tours of duty available for play in *America's Army: Operations*. The available tours of duty include the 172nd Infantry Brigade (Separate), 10th Mountain Division, 82nd Airborne, and 75th Ranger Regiment. Just as real US Army soldiers must undergo Basic Combat Training before heading off on a tour, you must complete some basic training missions before joining in the *America's Army: Operations* online missions. These training missions will teach you how to navigate through the virtual world, and familiarize you with the use of your weapons, communications gear, and other game equipment. As you complete each of the single-player Training Missions, you will be prompted to upload the results of your training to the Authentication Server. Until you have completed all of your single player training missions, and successfully uploaded the results to the Authentication Server, you will be unable to play online. As you complete your Basic Combat Training, other advanced training missions will be unlocked, such as the Airborne and Advanced Marksmanship Schools. While you will still be able to play online, you will not be able to use these advanced skills in multiplayer games until you have completed their associated single-player advanced training missions.

Once you have successfully completed your Basic Combat Training, and have uploaded the results of your training missions to the Authentication server, you will be able to enter the online world and play with others on the Internet. Multiplayer games are focused on teamwork and the US Army's Core Values, and each mission will have its own set of unique objectives. Players, like soldiers, must abide by the Laws of Land Warfare and associated Rules of Engagement (ROE). With all of your required single-player training completed, you will be ready to join up with a virtual Army unit. When you first join an online server, you will be given a short mission brief using the Army's METT format (Mission, Enemy, Troops and Terrain). You will also have the option to select which squad or team you would like to play with. Each team will have its own mission-specific objectives. Regardless of which team you decide to join, you will always play as a US Army soldier.

This section covers:

- Basic Combat Training
- Advanced Marksmanship School
- Airborne School

Basic Combat Training

Fort Benning is known as the "Home of the Infantry". It is here that the famed United States Army Infantry School was established and through the years gradually emerged as the most influential infantry center in the modern world. Fort Benning and the Infantry School are so intertwined that it is virtually impossible to trace the history of Fort Benning without recording the evolution of the school.

From 1918 until the present, the development of Fort Benning has been directly proportional to the progress of the school. Throughout the years, the mission of Fort Benning and the Infantry School has remained fundamentally the same: "to produce the world's finest combat infantrymen." Today, Fort Benning hosts a number of specialized schools, such as Airborne, Pathfinder, Ranger, and advanced marksman. By choosing to be anInfantryman you will spend your initial period in the Army at Fort Benning acquiring the skills necessaryto be a lethal member of an infantry squad.

The Infantry School of Arms, with all personnel, property and equipment, moved to Columbus, Georgia on October 1, 1918. The first troops from Fort Sill arrived on October 6, 1918, and occupied a temporary camp three miles east of town on Macon Road. The next day the camp was officially opened. At the request of the Columbus Rotary Club, the camp was named in honor of Confederate General Henry Lewis Benning, a Columbus native many thought was the area's most outstanding Civil War officer.

As the post proved its significance locally, it also began to make its mark nationally in the quality of the leaders it produced. The Infantry School has either trained in its officer courses or honed in its command structure some of the nation's most prominent military figures. Leaders like five-star generals Omar Bradley, Dwight Eisenhower, and George Marshall and others like George Patton and Colin Powell, learned their craft at Fort Benning.

Basic combat training is the first step toward a very challenging, yet rewarding experience in service to our country. Its purpose is to transform young American volunteers into disciplined, motivated, physically fit Soldiers who believe in teamwork and espouse the Army's seven core values: Loyalty, Duty, Respect, Selfless-Service, Honor, Integrity, and Personal Courage. This is accomplished through extensive training and successful testing to meet Army standards in rifle marksmanship, physical fitness and basic soldier skills. Soldiers also learn about values, principles and spirit that makes Soldiers proud to wear the uniform of this country. Having chosen infantry as military occupational specialty (MOS) you will undergo all of your training at Fort Benning, Georgia ... "The Home of Infantry."

In red phase, weeks 1-2, recruits begin the process of becoming a Soldier. They learn the Army values, and work on their physical fitness. They learn about communications, basic first aid, map reading, and themilitary justice system. They also practice drill and ceremony and negotiate the Obstacle and Confidence courses. Before moving to the next phase, soldiers must successfully complete a knowledge and skills test.

During weeks 3-5, the white phase, soldiers continue Army values and physical fitness. Much of this phase is spent learning, practicing and qualifying on the M16A2 rifle. They will also learn about other U.S. military weapons, chemical warfare and bayonet training. Soldiers will participate in the obstacle course, gas chamber (soldiers enter a tear gas filled chamber in protective clothing and mask to instill confidence that the protective gear works) and bayonet assault course and pass another knowledge and skills test.

The blue phase, weeks 6-9, in addition to Army values and physical fitness this phase includes individual Tactical Training, foot marches, confidence course, and obstacle course. The culmina-

tion of basic training is a 3-day field training exercise combining all previously taught basic combat skills. Soldiers march ten kilometers to their designated training site on day 1, occupy the position and establish a defense perimeter. On days 2 and 3 soldiers complete a teamwork reaction course, tactical exercise lanes and a night tactical exercise. The last night includes the night infiltration course, a return march to the unit and a ceremony recognizing the successful completion of this challenging exercise.

There are four phases to Basic Combat Training (BCT) in *America's Army: Operations*. They include:

- Basic Rifle Marksmanship (BRM)
- Obstacle Course
- US Weapons
- Tactical Training.

After you have completed this training, you will be ready to play online with other players, or move on to advanced training such as advanced marksman and Airborne schools. You may repeat any of these courses at any time to increase your skills in these areas.

Basic Rifle Marksmanship

You've spent the last two weeks in basic rifle marksmanship training, learning how to maintain a tight grouping (employing the basic skill of marksmanship to ensure all rounds hit in a small target area - tight shoot group) in both simulation and live fire training. You've zeroed and certified your weapon, and now it's time to prove your skills on the firing range and earn your rifle qualification badge.

Successfully qualifying with the M16A2 rifle will make you the most feared combat system on the planet: a US Army Infantryman. Qualifying "Expert" will allow you the opportunity to attend Advanced Marksmanship School. Failure will give you the coveted opportunity to enjoy weeks three and four of Basic Combat Training one more time

Task: Qualify with the M16A2 rifle.

Conditions: Qualification occurs under combat conditions with unlimited visibility. Forty pop-up silhouette targets will be presented randomly at ranges from 50m to 300m, and you will have forty rounds of ammunition. You will engage these targets from both a fighting position and from the prone position. You will be given the opportunity to practice in both of these positions before qualification begins.

Standards: In a combat condition, while being presented with 40 targets, engage and hit 36 targets to qualify for Expert Marksman, 30 for Sharpshooter, or a minimum of 23 to qualify as Marksman.

Range Briefing

"Good morning soldier and welcome to the M16 qualification range. Today's task is to qualify with the M16A2 rifle.

The conditions: You will be given 40 targets; you will qualify within the fighting position and in the prone unsupported position.

The standards: Out of 40 targets you must hit and engage 23 targets in order to qualify as a marksman. Soldier, now get your ammunition from the table located to your front right."

Your introduction to this range, as well as the next several training events in Basic Combat Training, is given by your Drill Sergeant. Listen carefully to his instructions, then, when you are told to, turn right and head over to the Weapon and Ammunition Point to get your M16A2 and ammunition.

Weapon and Ammunition Point

"Soldier, here's your ammunition - now move out and enter firing point number nine."

The Range Safety NCO will issue you an M16A2 when you come up to the table and press the *Use* key (default is E). Once you have the rifle, turn left and head over to firing position #9.

Fighting Position #9

"Soldier, while in the fighting position you will be given a chance to expend two magazines of ammunition in the free fire mode, for familiarization only."

"Lock and load one 20 round magazine.

"Commence Firing!"

This is your fighting position. Walk over to the foxhole and step in. Press the *Reload* key (default is R) to lock and load your first 20-round magazine.

Targets Up

With the targets up, you can see all eight of them. These are the targets you will be engaging during familiarization fire (target practice) and again during qualification. Your first task is to become familiar with the basic firing principles: Position, Aiming, Breathing, and Trigger Squeeze. Wait for the appropriate command from the range tower before firing, or you will be thrown off the range and must start over.

Closest Target

First, bring up your iron sights for more accurate shooting (default is Z). You will notice several things as soon as you are looking through the sights: your view is slightly magnified, at a slight cost in peripheral vision, your breathing affects the movement of your sight picture up and down, and the iron sights take up much of your view, particularly in the lower half of the screen. You may return to normal view mode again by pressing the same key, however, your shots will be much less accurate if you do not use the sights. For information on how to use the Combat Effectiveness Meter, see “Heads-Up Display” on page 30.

Next, turn slightly to the left and aim at the closest target, about 50 meters away. This leftmost target is the easiest one on the range. Center the front sight post on the chest of the target (known as it’s “center of mass”). Watch your breathing. Rather than try to move the sights up and down to compensate for your breathing, it is more effective to center the sights on the target quickly, then during the next natural pause between breaths, squeeze the trigger (default is CTRL or the primary mouse button). Try firing a couple of shots at each target on the range.

There are different techniques that can be used to watch the range for targets yet engage quickly and accurately. One of the most effective is to keep your iron sights up, but point your view down and scan for targets over the top of the sights, then bring them up to fire. Another popular method is to use the crosshairs instead of the iron sights to quickly point at targets as they appear, then switch rapidly to the iron sights and fire.

Farthest Target

The farthest target on the range is 300 meters away. It is by far the hardest target to hit consistently. For this and other far targets, continue to aim at the center of mass of the target. If you notice that your shots seem to pull slightly up and to the right, aim slightly low and to the left, but do not move your sights off of the target.

Once you have expended your first 20 rounds, press the *Reload* key (default is R) and fire another 20 rounds, using the same tecniques. If you like, you can switch to burst mode pry pressing *Alternate Fire* (default is secondary mouse button). Try firing a few bursts at different targets. Besides using up your ammunition at a rapid rate, you will quickly discover that burst fire is not very effective against distant targets. Use it only at point-blank range.

"Exit the fighting position."

"Soldier, now familiarize yourself with the accuracy, standing, crouching, and prone position. Expend both magazines of ammunition"

"Commence Firing!"

"Ok soldier. Now from the prone position. You will have your last magazine, lock and load."

After you have fired 40 rounds from the foxhole, you will be instructed to fire again from various unsupported positions including standing, crouching, and prone. The default key for *Crouch* is C and for *Prone* is X. Pressing the same key again will return you to the standing position. Try firing

a few rounds from each position at both near and far targets. Keep an eye on your CEM to see how the different positions affect you accuracy. Try a couple of bursts as well, just to see how it feels. After you use up your first magazine, reload and continue firing.

Targets Down

"Soldier, that completes your familiarization. You will now qualify in the fighting position, and the prone unsupported. You will need to have a combined total of 23 out of 40 targets in order to qualify."

"Firer's, scan your sector!"

Once you have expended 80 rounds on the practice course, you will begin qualification. This will consist of 20 rounds fired from the foxhole and 20 rounds fired from the prone position. As soon as you are in the fighting position, reload and get ready. The targets will start down, then pop up one at a time at random. Each will stay up for several seconds, so aim carefully but quickly and squeeze the trigger.

Record Fire

"Congratulations soldier. You've earned a <Marksman/Sharpshooter/Expert> badge."

A record of your hits and misses will appear in the center of the left part of your screen, to give you an idea of how well you are doing. You will only have 20 rounds in each position to hit 20 targets, so don't waste any shots. Once you have completed the qualification course, you will be shown your marksmanship badge and given the opportunity to requalify or upload your score to the server. When you have qualified at the level you desire, upload and continue to the Obstacle Course.

Obstacle Course

Obstacle courses are used in physical fitness training to teach physical skills, to improve conditioning, and to instill a spirit of daring and confidence. The challenge that obstacles offer helps to develop and test basic skills. Success in combat may depend on soldiers' ability to perform these skills.

There are two types of obstacle courses: the conditioning obstacle course and the confidence obstacle course. You will be running the conditioning course.

The confidence obstacle course consists of higher, more difficult obstacles than those of the conditioning course. The confidence course gives soldiers confidence in their mental and physical ability and cultivates their spirit of daring.

The conditioning obstacle course features low obstacles and is run against time. Several fast runnings of this course provide a vigorous workout; therefore, conditioning occurs. You will learn the obstacles and how to overcome them rapidly. You will first negotiate the course at a controlled pace so you understand how to properly negotiate each obstacle. Your second time through the course will be in competition with your fellow soldiers.

As you negotiate the various obstacles found on the conditioning obstacle course, maintain a positive attitude and prepare yourself to overcome your own limiting physical abilities with the goal of completing the obstacle course within standards, fulfilling the value of personal courage. Show respect to fellow soldiers by avoiding mention of another soldier's physical attributes. Encourage others to complete the physical training exercise to the best of their abilities, demonstrating your own selfless service. Encourage your fellow soldiers to push themselves during physical training with the goal of meeting course standards and improving your score at each attempt, also fulfilling the obligations of selfless service. Upon completion of the obstacle course, you will have demonstrated the value of personal courage by mentally overcoming the rigors of physical training, keeping the goals of improved conditioning and increased confidence foremost in your mind.

The obstacle course is the second hurdle you will have to face in Basic Combat Training for *America's Army: Operations*. This course will teach you the basic movement techniques that you will use to navigate through the game world, including walking, crawling, climbing, crouching, and turning. There are eight obstacles on the course, each named for one of the seven Army Core Values (the first and last obstacles are both Courage).

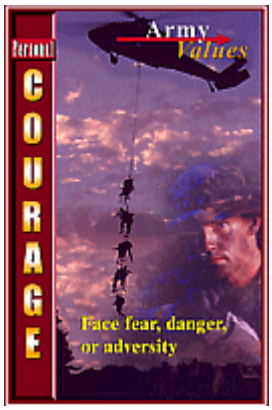
You will be walked through the course the first time. The second time through, you will be competing against the clock to complete all of the obstacles, one right after another, without the benefit of any instructions.

Note: You must stay in the WHITE lane on every obstacle! If you change lanes, you will fail the course!

Courage: The Maze

"Good afternoon soldier. This is the obstacle course. Today's exercise will teach you basic combat movement skills. A soldier who can't negotiate battlefield obstacles puts his team at risk. You will negotiate the course once for practice. I will give you instruction at each station. Stay in the white lane. Upon completion you will redo the course for time. MOVE-OUT!"

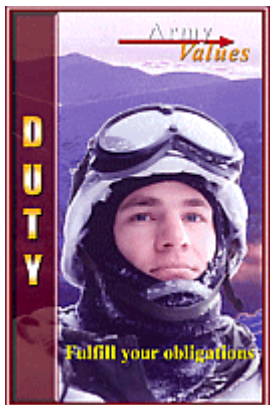
"Sidestep through the zigzag keeping your eyes and head forward."



This obstacle is designed to test your skill in dodging to the right and left. Use the forward, step left, and step right keys to move through this obstacle quickly. The default keys for these actions are W, A and D, respectively.

Duty: Crawl and Jump

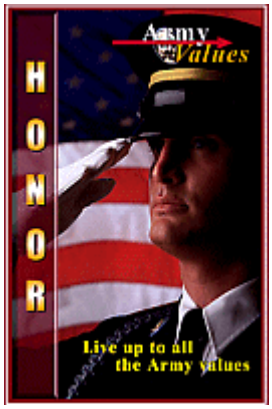
"This is the over and under. Crawl under the first, jump over the second, and crawl under the last."



To get through this obstacle, crawl beneath the first log by dropping prone (X is the default key) and moving forward. Stand up (by pressing X again) and jump (using the space bar) over the middle log by going forward as you jump. Finally, crawl under the third log the same way you went under the first one.

Honor: Climbing and Balancing

"Get up that ladder. Move safely across the beam and climb down the far side"

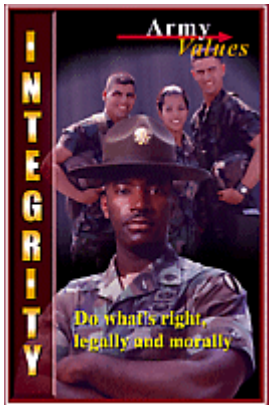


This obstacle is easier than it looks! Simply climb up the rails (by pressing forward, the default is W, while looking up to the top of the obstacle) and walk across the beam without falling off. When you get to the end of the beam, turn around and face back the way you came, then move backwards (default is the S key) to climb down the rails to the ground. Turn back around and move to the next obstacle.

Honor: Don’t look down!

Integrity: Climbing Wall

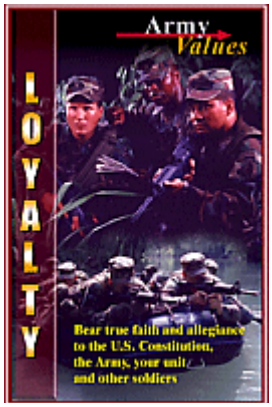
"Climb up the wall and jump down."



This obstacle is simple - press forward (default is W) and look up slightly as you reach the wall. You will automatically climb and jump off the other side as you reach the top.

Loyalty: Up and Over

"Get up that wall, across the beam, and down the net."



This obstacle is harder than the balance beam was. Be sure to stay to the right side while maneuvering across this obstacle. Climb the rails in the front by moving forward (the default key is W) and looking slightly up, then walk straight across the beams in front of you. Do not turn or side step, as shown in the next picture, or you could fall between the bars and fail the obstacle.

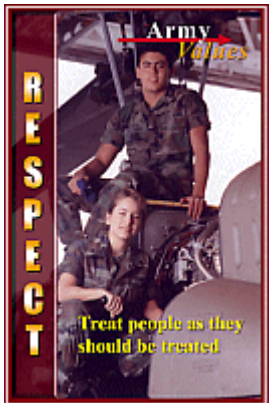
Loyalty: On Top

Stay to the right as you move across this obstacle. When you get to the second set of climbing rails, step up to the top without going over. Turn around and back down (default key is S) to climb down the net. It is important that you land on the blue safety mat, or you will fail the obstacle.

Loyalty: Blue Safety Mat

Respect: The Tunnel

"Make like a duck, and waddle through that tunnel."

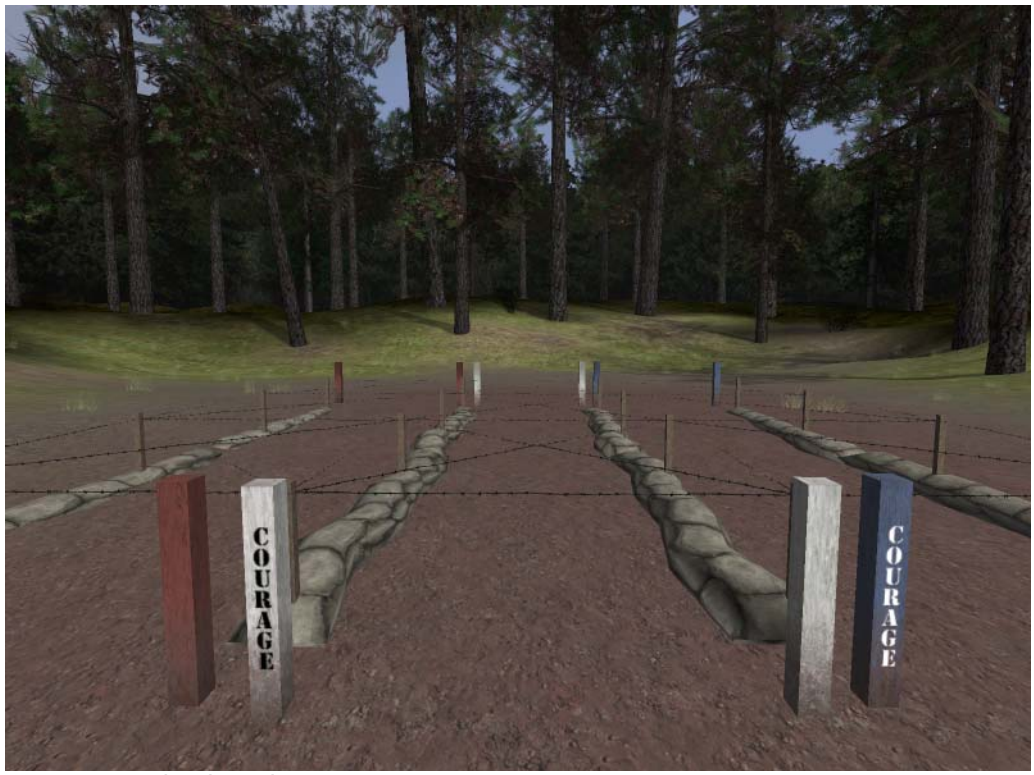


This is another easy obstacle. Just crouch (the default key is C) and duck-walk through the pipe. Make sure you enter the correct pipe, or you will fail the obstacle.

Service: Run the Beam

"Run across the beam - don't you fall on my freshly raked sand pit!"

This one is pretty easy too - just run up the ramp and across the beam, then down the other side. Do not fall off the beam or you must restart the event.



Courage: Under the Wire

"Now low crawl underneath that barbed wire, and don't you dare stand up. I need you in one piece for your next phase of training."

The last obstacle on the course is the low-crawl under barbed wire. Drop prone (the default key for this action is X), then crawl by moving forward (default is W). Do not stand or crouch or veer out of your lane during this obstacle, or you will not pass.

Great job, you just gave HOOAH a new meaning")

"Now you are competing against the clock, so be swift and safe. Remember, the enemy won't wait on you...On your mark...get set...HOOAH!"

US Weapons

This course is designed to familiarize you with some of the basic weapons of the infantry squad. This includes the M249 Automatic Rifle, the M203 Grenade Launcher, and two types of hand grenades. This is not a marksmanship range; the idea is to get accustomed to these weapons, not to establish any proficiency.

A soldier fulfills his obligations of duty by being able to employ various weapons. The Army Core Value of duty is fulfilled when a soldier correctly loads, unloads, and fires both the M249 Automatic Rifle and the M203 Grenade Launcher. In addition, it is a soldier's duty to prepare for firing and engaging targets with the M67 fragmentation hand grenade. A soldier exhibits personal courage when a malfunction is corrected on the M249 Automatic Rifle in the face of fear, danger, or physical adversity.

"Good afternoon, soldier, and welcome to advanced weapons familiarization. Today you will get to fire the M249 squad automatic weapon, the M203 40 millimeter grenade launcher, and get to throw the M67 frag grenade and the M83 smoke grenade. Now move out to station number one."

M249 Automatic Rifle

"This is the M249 SAW. A 5.56 millimeter fully-automatic weapon, it can be magazine or belt-fed, has a maximum effective range for a point target of 800 meters, and a maximum effective range for an area target of 1000 meters. Now pick up the weapon. Keep it pointed up and down range. You will have two belts of ammunition to fire down range."

The M249 Automatic Rifle (AR), formerly known as the Squad Automatic Weapon (SAW) is a lightweight, portable machinegun used primarily to provide enough firepower to the infantry squad to allow it to suppress enemy forces while other squads maneuver toward the objective. It fires 5.56x45mm NATO ball and tracer ammunition out to a maximum effective range of 1,000 meters. Press the *Use* key (default is E) to pick up the M249 when you are close to the table. Press it again to take an additional 200-round ammo box. Turn right and move to the sandbags.

Firing Range for US Weapons

At the sandbags, you may fire at any target downrange, including the red silhouettes or the wrecked vehicles (the default keys for firing are CTRL or your primary mouse button). The M249 fires fully-automatically; it cannot be fired semiautomatically (single-shot). Note the use of red-orange tracers when you fire (about every fourth cartridge has a tracer bullet). This is not only to enable you to see where your rounds are striking, it is also effective for pointing out targets to friendly troops, and the red-orange tracers show that you are friendly, as potential opposition forces use a bright green tracer round.

The recommended burst size for the M249 is five to seven rounds. Continue firing bursts down-range until you have used up the first box of ammunition, then press the *Reload* key (default is R) and continue firing. Notice how much longer it takes to reload the belt-few M249 than it did to reload the magazine-fed M16A2. When you are finished, drop the weapon (default is Backspace).

M203 Grenade Launcher

"This is the M203 40 millimeter grenade launcher. It is breach-loaded as a single-shot weapon. Its maximum effective range for a point target is 150 meters and an area target of 350 meters. Now pickup the weapon and load the round."

The M203 grenade launcher is used to provide direct support when engaging area targets (vehicles or groups of soldiers), particularly those in cover. The M203 fires its 40x46mmSR ammunition out to a maximum effective range of 350 meters. Press the *Use* key (default is E) to pick up the M203 when you are close to the table. Press it again to take additional 40mm grenades. Turn right and move to the sandbags. To switch back and forth between the M203 from the M16A2, press the *Support* key (default is H). You can also press *Alt Fire* (default is right mouse button) when in M203 mode to switch back to the rifle.

At the sandbags, you may fire at any target downrange, including the red silhouettes or the wrecked vehicles (the default keys for firing are CTRL or your primary mouse button). After each shot, press the *Reload* key (default is R) to chamber another round. Because of the low velocity of these rounds, you can actually watch them in flight to see where they are going. Do not fire too close, as the grenades are designed to arm by spinning only after travelling 14 to 38 meters. When you have expended all of your ammunition, you may drop the weapon (default is Backspace).

Hand Grenades

"On the left are the M67 frag grenades. On the right are the M83 smoke grenades. Pick up two of each type and move to the front of the fighting position before throwing them. Try cooking off one of the frag grenades. Cooking off the grenade first will prevent the enemy from picking up the grenade and throwing it back at you."

The two types of hand grenades you will throw are the M67 fragmentation grenade and the M83 smoke grenade. Press the *Use* key (default is E) to pick up the grenades when you are close to the table.

Hand Grenade Targets

At the sandbags, you may throw at any target downrange; however, it is recommended that you practice hitting the group of green silhouettes off to your right (see below). Choose what type of grenade to throw (default is 2 for M67 and 3 for M83), then press *Fire* once to ready the grenade, and again to throw it (the default keys for throwing are CTRL or your primary mouse button).

See the section on Hand Grenades for more information on advanced grenade techiniques such as “cooking off” and rolling grenades.

"This completes your familiarization on US weapons"

Tactical Training

You've spent the last 12 weeks learning infantry skills. Now you will put them to use and learn a few more skills. Here at Fort Benning's McKenna MOUT (Military Operations in Urban Terrain) site you will learn how to use the flash-bang diversionary device, the AN/PVS-7D Night Vision Goggles, and your compass.

All US Army soldiers must abide by internationally recognized rules of land warfare. To implement these laws your commanders will provide rules of engagement (ROE) to serve as a guide when youcome in contact with combatants and non-combatants. Often these ROE restrict the use of deadly force except in the case of self-defense. In this mission you will encounter non-combatants.

Mission ROE: Due to the presence of non-combatants you must positively identify unknown personnel as hostile forces before employing deadly force. This is a training mission, so failure to implement ROE can result in mission failure and an orientation visit to the stockade.

It is imperative that you learn these skills and complete the course without error before we assign you to an infantry squad. The soldiers in the squad you will be joining will expect you to be up to speed in basic infantry skills. Once you complete this mission individually, we will assign you, and other trainees, to a squad. Together, as a team, you will engage another squad in the MOUT site using MILES (Multiple Integrated Laser Engagement System) at the McKenna MOUT site.

Open the Door

"Welcome to McKenna mout site. Here you will learn urban tactical training."

"Now move forward towards the door. Throw a flash bang into the room, and quickly engage the three enemy targets inside before the effects wear off, and then proceed to the open door."

You will be instructed on what to do as you approach the first door. Switch to the M84 stun grenade (default is 4), then press the *Use* key (default is E) to open the door when you are close to it. Using your favorite grenade technique, send the grenade into the far endof the room, then step aside so that you are not affected by the blast and switch back to your M16A2 rifle (default is 1). As soon as the grenade goes off, rush into the room.

Know your enemy!

Engage Targets

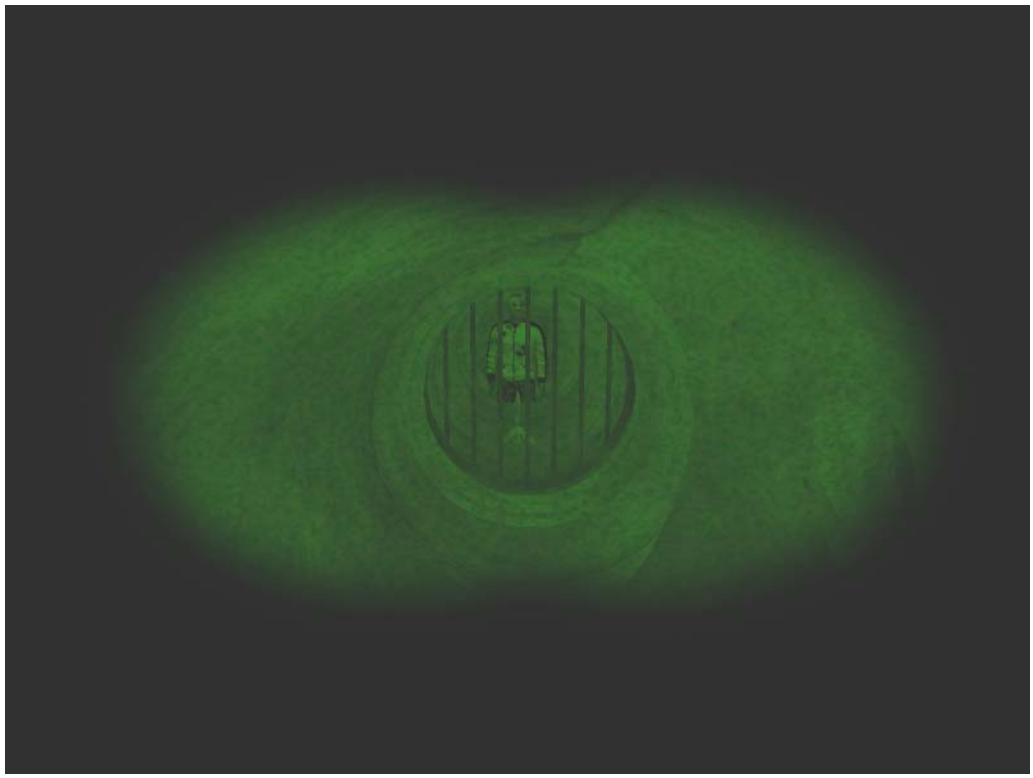
In the first room, you will have to engage three enemy targets (shown above). Always make sure that you are engaging enemy targets (armed, pointing a weapon at you) before firing, but react as quickly as you can - a live target won't give you time to think! Targets may take more than one hit to knock down. As soon as you have hit all three targets, the next door will open automatically, go through it.

"Hooah!"

"Ok soldier. Notice your compass display, your next objective is down below. Now put on your AN/PVS-7D night vision goggles, and move down into the tunnel system."

You will then be instructed to go down the ladder into the tunnels. Go through the doorways to the tunnel entrance, then turn around and back carefully down the ladder. Turn on your night vision goggles (default is V).

Tunnel Entrance (Opposite Ladder)

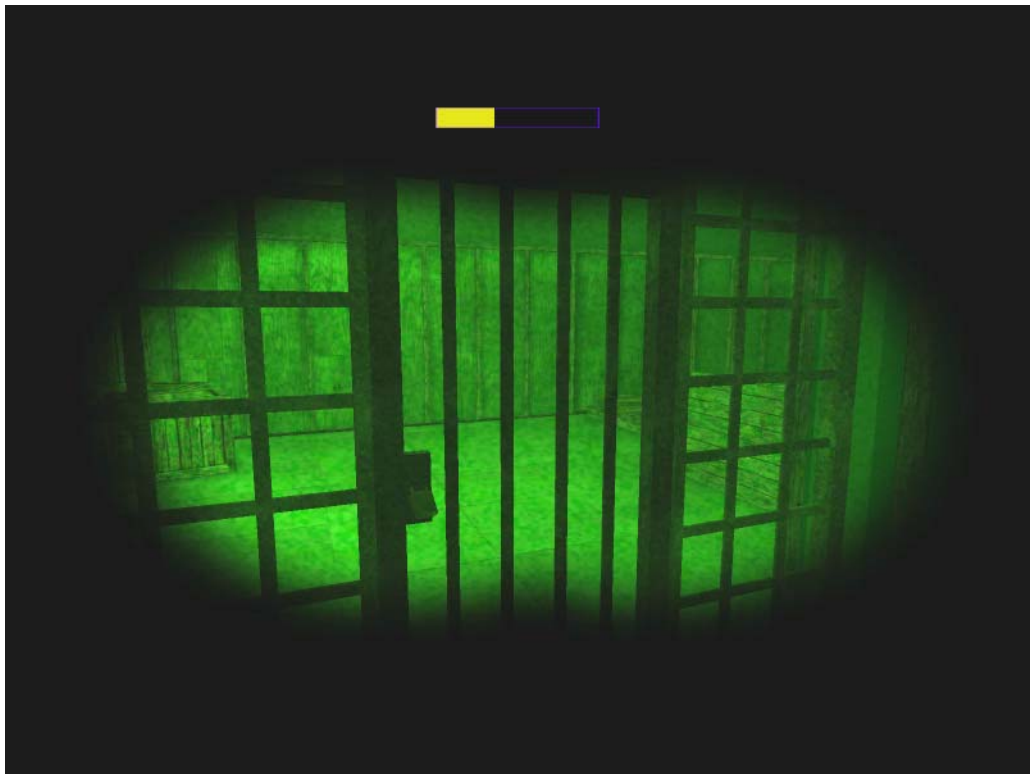


Identify: Friend or Foe?

Within the tunnel, you will have to make decisions on more than one target - to shoot or not to shoot. When you get to the end of the tunnel, you will enter a large room, with several OPFOR targets as well as a couple of hostages within the area. Keep your NVGs on and assess each target in turn. You may want to start engaging targets while you are still in the mouth of the tunnel.

The Cell

After you have cleared the area of hostile targets, move past the barricades through the open doorways to the north. Watch to your flanks for both enemy and bystander targets and engage as required. Turn west after the thrid doorway, then south into a corridor. At the end of this hallway is one of your objectives, the locked cell door, but be careful, it is guarded!



Opening the Lock

To open the door, get close to it and press and hold the *Use* key (default is E) until the progress indicator is complete. It will go from green to yellow to red as you get closer to completing the task. When it opens, go through and turn right, watching for targets and firing if necessary.

"Great job soldier! Only one more objective left. Now get up that ladder so you can join your buddies."

Climb the ladder to the surface by moving forward (default is W), then turn around and engage targets if required. Move through the doorway to the southeast and check for hostiles, then go around the barricade and through the doorway to the north and turn right, checking for targets, then move down the hallway and turn right.

The Finish Line

The exit door is clearly marked. Walk up to the door and press the *Use* key (default is E) to open the door. When you go through the door, you will have completed the mission if you have no remaining objectives and have shot no innocent bystanders.

"Good job! You are now trained as an individual. Now join up with your squad, and put these skills to use against the enemy."

Advanced Marksmanship School

The Army Advanced Marksmanship School mission is to train selected joint forces to engage point targets with long range rifle fire and be proficient in critical field craft skills; provide joint forces with doctrine and subject matter expertise in marksman employment.

Advanced Marksmanship School was not officially formalized in the US Army until 1987, at which time a formal Additional Skill Identifier was awarded to graduates of the course identifying them as advanced marksman.The US Army Advanced Marksmanship School (USAAMS) is one of three accredited military Advanced Marksmanship Schools in the Department of Defense (DOD).

Special Operations Command is responsible for a advanced marksman course called the Special Operations Target Interdiction Course, which is mainly shooting and is designed for advanced

marksman teams. The Advanced Marksmanship School is responsible for training advanced marksman skills to individual soldiers, not to teams.

Advanced Marksmanship School located at Fort Benning is organized under Company C, 2nd Battalion, 29th Infantry Regiment. There are eight classes per year with a maximum of 32 students per class. This ensures a maximum of a 4:1 student to instructor ratio. The current graduation rate is approximately 50%, with stalking being the subject area that students fail the most.

The school is five weeks long and extremely challenging. You will learn to use two weapon systems: the M24 rifle (a modified Remington 700 firing 7.62x51mm rounds) and the M82A1 Semi-automatic Anti-Materiel Rifle (which fires most versions of .50 cal ammunition), used to destroy equipment and light vehicles at long ranges.

Advanced shooting requires the mastery of many different skills other than marksmanship. In order to graduate you will have to successfully pass a variety of tasks, among them the following: unknown distance shooting for time (up to 800m), firing at moving targets during the day (400m-700m) and night (300m-600m), stalking over various terrain against two instructor-observers (requiring two shots at the same target undetected), range estimation (10 targets using naked eye, Army-issued binoculars and ‘scope), target detection (finding 7 out 10 concealed military items in 40 minutes), .50 cal rifle familiarization, stress fire (shooting for accuracy under duress), urban hide sites, urban live fire, and a field training exercise, culminating in skills learned in the previous four weeks.

M24 Training

You've spent the last three weeks learning the capabilities, employment, and use of advanced marksmen in combat. During this time you were trained and tested on target identification and selection, how to construct and wear a Ghillie suit, and how to construct and utilize a hide position.

Now it is time to become familiar and qualify with one of the basic tools of the advanced marksman, the M24 rifle.

Task: Familiarize and qualify with the M24 rifle.

Conditions: In unlimited visibility, detect and engage targets at extreme distances (300m to 800m). You will have up to 20 rounds in order to familiarize yourself with the weapon, but only one shot for qualification.

Standard: Given one 7.62mm round detect and engage one man-sized silhouette at an extreme distance.

Advanced Marksman Qualification Range

"Welcome to the Army Advanced Marksmanship training school. Today you will familiarize yourself with the M24 weapons system."

Advanced marksman qualification is not easy, and to even attend requires a qualification rating of Expert on the Basic Rifle Marksmanship course. Your first task at this school is to qualify with the M24 SWS. Listen to the instructor's briefing, then go prone (default is X) and crawl to the sand-bags. This will be your firing position for all events.

"Lock and load! You are cleared to engage targets downrange."

M24 advanced marksman Weapon System

"While the bolt action M24 has a low rate of fire, its reliability and accuracy outweigh the need for speed. The M3A scope allows you to engage targets at distance but posture and breathing are even more difficult than they were with the iron sights of the M16. The bipod provides the stability required to engage targets at extreme distances."

By default, the rifle is pointed downrange after you reach the sandbags. Use the *Support* key (default is H) to lower the bipod to provide a more stable firing platform. The bipod has the additional effect of limiting your traversing capability - you will only be able to swing the rifle from side-to-side in a limted arc. To align on targets outside of this arc, you must again use the *Support* key to put the bipod up. You should not need to do this on the qualification range.

You will be unable to see your targets from this position just looking over your weapon. Note that the M24 SWS (as well as the M82A1 SAMR) does not provide crosshairs for snap-shooting. These weapons are designed solely to deliver long-range precision fire.

Note: At both the M24 and M82A1 ranges, you may skip the practice portion of the course by simply remaining standing and walking off the range during the instructional briefing. It is higly recommended that you go through the practice sessions at least once before attempting to qualify.

M24 Optics

Unlike the M16A2, the M24 SWS does not use iron sights, but instead has a 10x42mm Leupold Ultra M3A telescope sight with Mil-Dot reticle installed. This powerful optical sight allows you to shoot this precision rifle with great accuracy at long ranges. By default, right-click or use Z to bring up the telescopic sights.

To line up the optical sights, place the center of the crosshair on the center of mass of the target (the chest area for a fully exposed target). This will probably obscure most of the target. As usual, breathing will affect your shot placement. Note that your CEM when using the advanced marksman rifle with bipod and telescopic sight, is very high. Your shots will seldom stray from your point of aim at any range.

To practice, engage the three red silhouettes at various extreme battlefield ranges from 300 to 800 meters away. In the screenshot above, the sights are lined up on the center target. Additional targets are located in the woods just to the left and in the open to the right. If your shot does not hit the target when you fire, note the puff of dust on the ground from the bullet strike, and adjust your aim appropriately. Because the M24 SWS is a bolt-action rifle, your point of aim may move slightly as you work the manual bolt-action after each shot.

After you have fired five shots, you must use the *Reload* key (default is R) to load another five cartridges into the rifle. Since this rifle does not use a magazine, you have to load the cartridges one at a time. This is a time-consuming process, but you may stop it at any time to engage a target by pressing the *Reload* key again. You will have a total of 20 rounds for practice firing.

M24 Final Qualification Target

Once you are finished with the practice session, you will remain in place for final qualification. You will have a single cartridge to engage the white silhouette target on the right side of the range. Take your time and make the shot count. If you miss this target, you must attend the M24 SWS training session again before you can attempt to requalify. Once you have successfully engaged this target, you will be eligible to attend the M82A1 SAMR training.

"Time for your test."

"Your test is simple, identify the single white silhouette down range. Estimate distance to target and fire. Remember, take your time - you only have one shot. Make it count."

Pass: "Congratulations soldier, you are now qualified with the M24 rifle. Next up the M82."

Fail: "You wont get a second shot in the field. Lucky for you this is only training. Come back tomorrow and we will try it again."

M82A1 Training

You qualified with the M24 rifle, now you must do the same with the M82A1 Semiautomatic Anti-Materiel Rifle.

Task: Familiarize and qualify with the M82A1 Semiautomatic Anti-Materiel Rifle

Conditions: In unlimited visibility, detect and engage targets at extreme distances (300m to 800m). You will have up to 10 rounds in order to familiarize yourself with the weapon, but only one shot for qualification.

Standard: Given one 50 caliber round detect, engage and destroy one piece of unexploded ordinance at an extreme distance.

M82A1 Semiautomatic Anti-Materiel Rifle

"Today you will familiarize and test with the M82A1 Semiautomatic Anti-Material Rifle. With a 10-power scope and a .50 caliber cartridge, the Barret can effectively engage vehicles at over a kilometer."

Much of what you just learned on the M24 SWS training range is applicable to the M82A1 SAMR course. You must set up your rifle the same way behind the sandbags, using the bipod and 10x Unertl telescopic sight. This powerful optical sight allows you to shoot this powerful rifle with great accuracy at long ranges. By default, right-click or use Z to bring up the telescopic sights, just the same as on the M24 SWS.

"Lock and load! You are now cleared to engage targets downrange. While the semi-automatic M82 has a high rate of fire, the recoil of the weapon makes it impossible to maintain a proper sight picture between shots."

As for the M24 SWS range, you will be unable to see your silhouette targets from this position just looking over your weapon. Note that the M82A1 SAMR (as well as the M24 SWS) does not provide crosshairs for snap-shooting. These weapons are designed solely to deliver long-range precision fire.

Note: At both the M82A1 and M24 ranges, you may skip the practice portion of the course by simply remaining standing and walking off the range during the instructional briefing. It is higly recommended that you go through the practice sessions at least once before attempting to qualify.

Anti-Materiel Target

Since the M82A1 Semiautomatic Anti-Materiel Rifle is designed to be able to knock out light vehicles as well as engage targets in built-up defensive positions, a wrecked Jeep® is provided for you to shoot at. It is relatively close to your firing position (you can see it even without the scope) and makes a good starting target.

As you can see from the screenshot below, the M82A1 SAMR has a giant muzzle flash and tremendous recoil, due to the enormous .50 machinegun cartridge it fires. Be very careful when firing this rifle in combat, as this flash and the smoke of firing can easily give away your position. Because of the recoil, when you fire this rifle, you must remove your eye from the telescopic sights. As usual, the default to return to the optical sights is right-click or use the Z key.

Because the M82A1 uses a 10-round detacahable box magazine instead if individual cartridges like the M24 SWS, reloading is done less frequently and more easily. Once you have fired 20 rounds, you will remiannin place for the qualification portion of this range.

M82A1 Recoil and Muzzle Flash

"Time for your test."

M82A1 Final Qualification Target

"One mission with this weaponry is to dispose of unexploded ordinance from a distance. Identify and destroy the mortar round down range. As before you have all the time you need. But only one shot."

Final qualification with the M82A1 SAMR is similar to that of the M24 SWS. You will have a single cartridge to engage a white, unexploded mortar shell on the right side of the range. Take your time and make the shot count. If you miss this target, you must attend the M82A1 SAMR training session again before you can attempt to requalify. Once you have successfully engaged this target, you will have completed Advanced Marksmanship School and will be allowed to use the M24 SWS and M82A1 SAMR on missions where it is available.

Pass: "Congratulations soldier, you are now qualified with the M82 rifle. Make us proud."

Fail: "You wont get a second shot in the field. Lucky for you this is only training. Come back tomorrow and we will try it again."

Airborne School

The employment of paratroopers is one of the developments that has revolutionized warfare.

As early as just after World War I, at Kelly Field at San Antonio, Texas, General Billy Mitchell demonstrated the effectiveness of parachuting troops from aircraft into combat. In this demonstration, six soldiers safely parachuted from a Martin Bomber and had their weapons assembled and were ready for action in less three minutes.

Though failing to impress the American observers, the Soviets and Germans both proceeded to develop military parachute organizations. Though the Soviet Union first employed paratroopers in military maneuvers in August 1930, the Germans first employed them in actual combat as a key element in their spearhead assaults into the Low Countries at the beginning of WWII.

Spurred by Germany's successful use of airborne forces, the United States formed the Airborne Test Platoon in April 1940 to develop this new form of warfare. The Test Platoon trained at the Safe Parachute Company at Hightstown, NJ using parachute drop towers that had been used during the New York World's Fair. The parachute towers greatly increased the realism of the parachute training and gave the paratroopers confidence in their equipment. The Army was so impressed with the tower drops that it purchased four and erected them at Fort Benning. Three of the original four towers are still in use today.

The first parachute combat unit to be organized was the 501st Parachute Battalion. The 501st adopted the battle cry of "Geronimo" after Private Aubrey Eberhart popularized it while jumping from the airplane to prove to his friends that he had full control of his faculties when he jumped. Countless paratroopers have yelled "Geronimo" since then.

Airborne unit combat records tell stories of extreme valor. From the first combat jump during World War II in North Africa, paratroopers have fought with a spirit, determination, and tenacity that captured the respect of the world. Future events will continue to find the American paratrooper in the forefront of hostilities.

The US Army, Marine Corps, Navy and Air Force send their prospective paratroopers to the 1st Battalion (Airborne), 507th Infantry Regiment-- the U.S. Army Airborne School at Fort Benning, Georgia.

Comprised of members from all four armed services and known by their distinct "Black Hat" headgear, the Airborne School instructors train students in the use of static line deployed parachutes. The same cadre of "Black Hats" will train, motivate and supervise the airborne students through the three phases of training - Ground Week, Tower Week and Jump Week.

During Ground Week, you will undergo intense training to develop individual airborne skills. You will train: in a mock-up of an aircraft to practice in-flight procedures and "actions in the aircraft"; jump from the 34 foot tower to proper exit procedures; and lastly train with the lateral drift apparatus (LDA) to practice how to control your parachute during your descent. To successfully pass

Ground Week and move into Tower Week, you must: correctly exit the 34 foot tower; demonstrate your competence on controlling your parachute in the LDA; and pass all PT requirements.

Tower Week builds on Ground Week by training you to work with your fellow students by conducting a "mass exit" and learning how to properly execute a Parachute Landing Fall (PLF). You will practice the "mass exits" from the "mock door" and then move onto the 34-foot towers. You will improve your ability to properly & safely perform PLFs in the swing landing trainer (SLT) and then put those skills to the test when you parachute from the 250-foot free tower. Qualifying on the SLT, mastering "mass exit" procedures and passing all PT requirements allows you to go forward to Jump Week.

Your successful completion of Ground & Tower Weeks has prepared you to "put your knees in the breeze" in Jump Week. You will conduct five jumps to earn your Parachutist Badge. Your first jump will be a "Hollywood" individual exit jump without combat equipment. The remaining four jumps will all be with mass exits with combat equipment-the last one at night. Airborne!

Tower Jump

Each jumper will be critiqued on the following actions:
1. Reaction to commands while being hauled aloft and at the six foot automatic stop.
2. Reaction to command and canopy control during descent after being “jogged” free of the tower.
3. Execution of a parachute landing fall (PLF).

An unsatisfactory grade in any of these three areas constitutes an overall unsatisfactory grade.

Task: Execute a drop from the 250 foot free tower, using the T-10C or MC1-1C canopy.

Conditions: Students are given a modified, improved harness, a T-10C or MC1-1C canopy, a 250 foot free tower, a parachute landing fall platform, instructions, and commands.

Standards: Students will receive familiarization training on the T-10C or MC1-1C canopy in preparation for jumping during the jump phase of airborne training.

Tower Briefing

"Welcome, Airborne, to the 250 foot Free Tower, United States Army Airborne school, Fort Benning Georgia. With the exception of the prop blast and opening shock, a drop from this tower is very similar to jumping from an aircraft. Your rate of descent will be virtually the same. We require that you control your parachute and execute a proper parachute landing fall in the same manner as you will make your qualifying jump. First jumper, time to get in your rig."

Your Black Hat instructor will give you a thorough briefing on the 250-foot free tower, commonly known as the "Mighty Ungawa." Make sure you pay careful attention to his directions, as this is the only way you will successfully pass this phase of training.

You are rigged into a parachute harness, just like those worn by the rest of your squad. When the time comes, you will be attached to a T-10C parachute rigged open on a frame. You will be hauled to the top of the tower, then released for a free descent of 250 feet. In the short time it takes to descend, you must take control of your parachute and perform a landing flare.

Squad in Parachute Harness

The “Mighty Ungawa”

Canopy Check

"Jumper going aloft, assume a good let-up position with that T10 parachute, and remember when you are approaching the ground, keep those knees bent, flare, turn your body 90 degrees to the direction of your movement and roll."

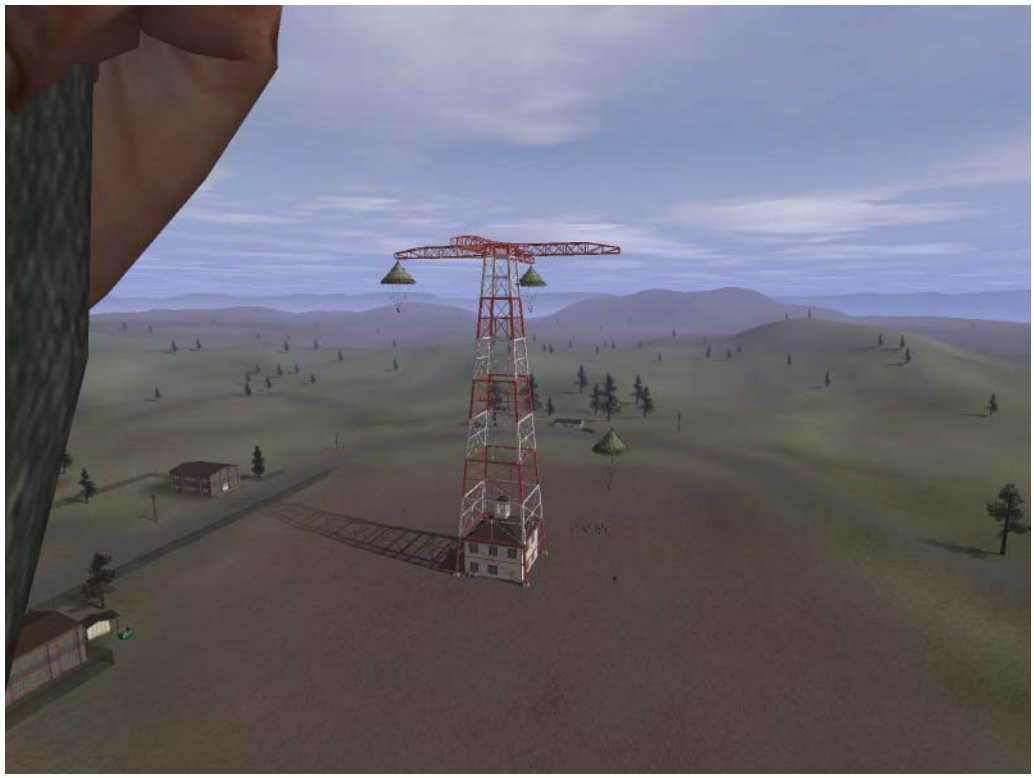
“Check canopy, check canopy, check canopy. Look up and do a complete 360 degree check of you canopy.”

Once you are rigged to the parachute and begin your ascent, you will be given basic instructions on how to control your parachute. If you look upward, as directed, to inspect your parachute, you will notice that your harness is attached to straps, called “risers”, that are attached to various points around the rim of the canopy. During your descent, you can pull on the risers to your immediate right (default is D) to pull down on the right side of the canopy and spill some air from the left side, turning you slowly to the right. Pulling on the left risers (default is A) you will turn slowly left. You can also pull both risers to the front (default is W) to increase your forward speed or reach behind your head to pull the rear risers (default is S) to slow your forward movement. This becomes more important when you are trying to land on a small target area later, in the night jump. In addition to the risers, you may notice panels missing from the parachute in the back to your right and left. These cutouts provide forward movement to your parachute by diverting excess air out of the rear of the chute, and make your turns more effective.

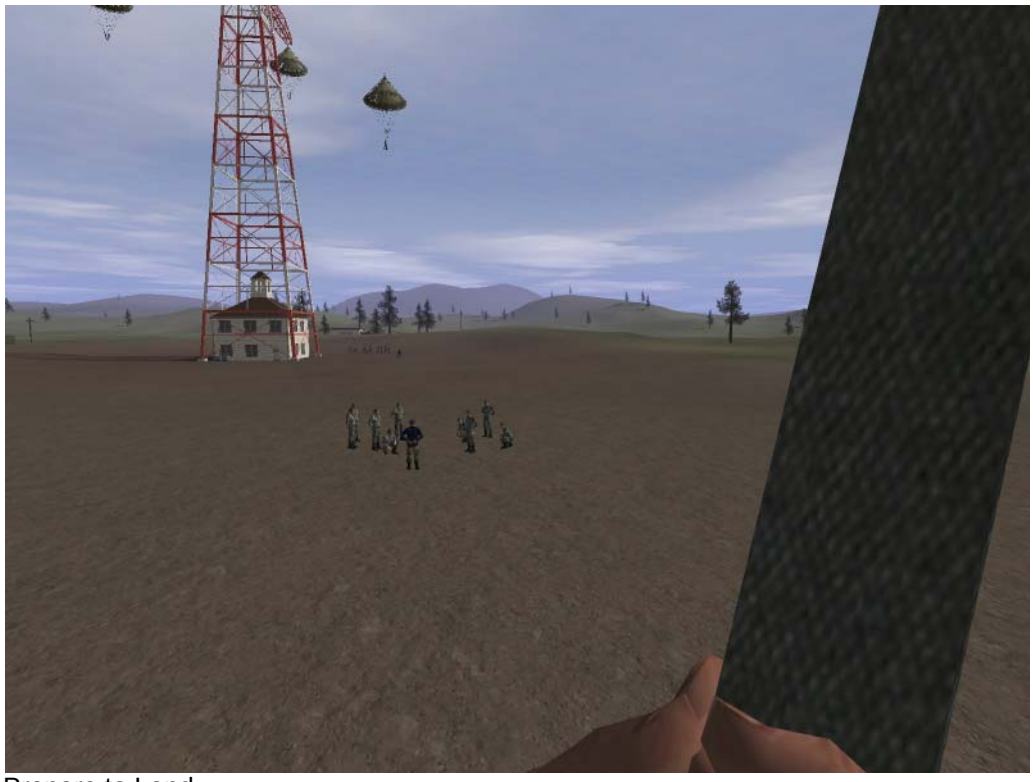
"All right sound off and tell us want you want to be AIRBORNE! How's the view Airborne? Only one way down Airborne. I hope you were paying attention during training Airborne. I do *not* want to have a hole in my field!"

"All right Airborne, you are approaching the 6 foot stop and...you...are...there! Knees tight together, knees bent, safety-line time, safety-line time, safety-line time!"

When you reach the six-foot stop, you will be locked into position and ready for release. The instructor on the ground will let you know you are about to be released, then you will be cut away from the frame to fall at the normal rate of descent for the T-10C parachute.



The Six-Foot Stop



Prepare to Land

On the way down, keep your eyes on the other tower and watch how fast you are descending. When you are about halfway down, pull on either the right or left risers and hold them (you can actually land successfully without using the risers, but later it will become a necessity to use them). You will not turn far enough to crash into either the tower or anyone on the ground. When you are about even with the roof of the building in the tower, flare your chute (default is E) while continuing to hold your risers down. Hold the flare for about half a second and you should land just fine. If you flare too high or hold too long, you may collapse your chute, causing you to hit harder with a greater likelihood of injury, so be careful. If you hear a crunch and see a red flash when you land, that means you have injured yourself on landing and will have to go through this training again. If you perform a proper Parachute Landing Fall (PLF), you will be allowed to move on to the live night jump.

Pass: "Jumper, your parachute landing fall and overall grade has been satisfactory."

Fail: "Ouch that must have hurt!"

Night Jump

The night tactical jump is the final jump you will make in Airborne School. After this jump, your fifth, you will be ready to graduate as a US Army paratrooper.

Task: Conduct a Night Tactical Jump

Conditions: Students are given a USAF C-17 Globemaster 3 aircraft flying at 1250 feet AGL at night, an individual jumper using a mass exit technique rigged with a T-10D parachute, a MIRPS reserve (Modified Improved Reserve Parachute System), individual combat equipment consisting of ballistic helmet, 35lbs ALICE (All-purpose Lightweight Individual Carrying Equipment) pack rigged for airborne operations with HSPR (Harness Single Point Release), and an M1950 weapons case with individual weapon, rigged as a tandem load.

Standards: Jumper will execute the five-point performance in accordance with FM 57-220, avoid other jumpers in the air and obstacles on the ground, conduct a good PLF (Parachute Landing Fall) and move tactically to the AA (Assembly Area) while maintaining noise and light discipline in the air and on the drop zone.

You begin on board a C-17 cargo aircraft, about 30 seconds away from Fryar Dropzone (DZ). Directly behind you another jumper waits in the aircraft's left jump door. To your left, the remainder of your squad waits for the signal to jump. They, as you, are hooked by their static lines to a metal cable that runs the length of the aircraft. The static line will deploy the parachute as you leave the aircraft. Immediately to your right is are the Jumpmaster and Jump Safety, who will ensure that everyone leaves the aircraft safely and within the window of the DZ.

Initially, the lights on the sides of the jump door are red. As you get closer to the DZ, they will turn amber, then green. Use this time to remember how to control your parachute. When the light turns green, you will be over the dropzone and the Jumpmaster will tell you to go. You don't need to move - his boot will make sure you get out at the proper time!

"Thirty seconds! Thirty seconds!"

"Stand by!"

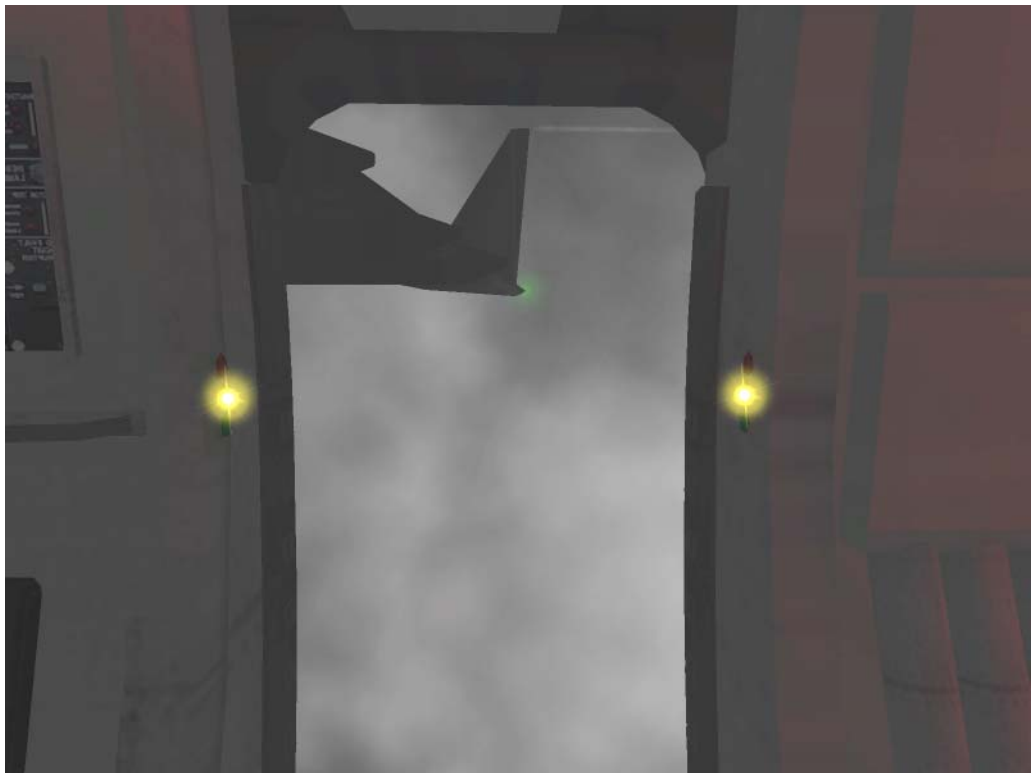
"GO!"

"AIRBORNE! All the Way!"

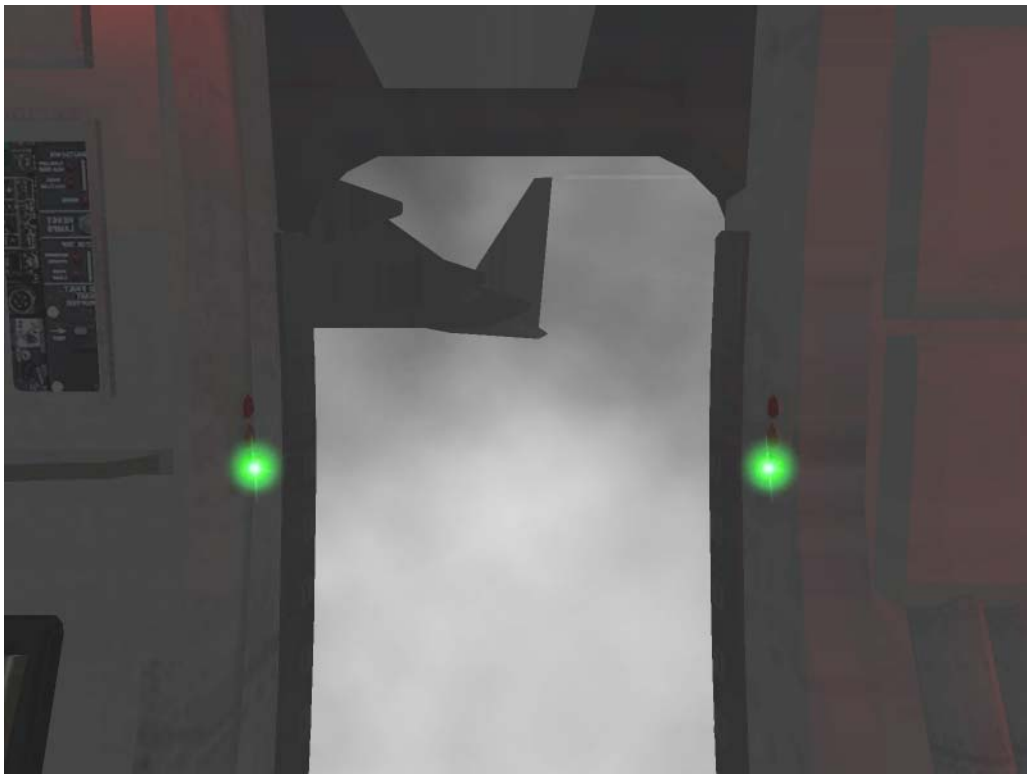
Paratroopers

Jumpmaster and Jump Safety

Red Light -Thirty Seconds

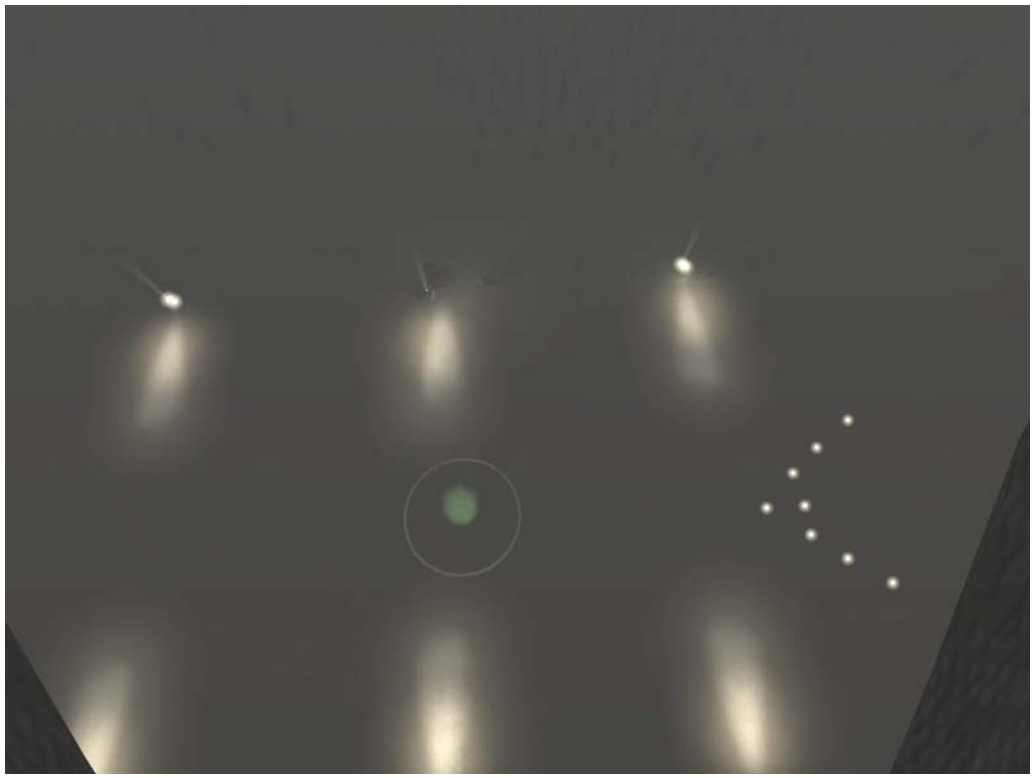


Amber Light - Stand By



Green Light - Go!

C17 Globemaster



Fryar DZ

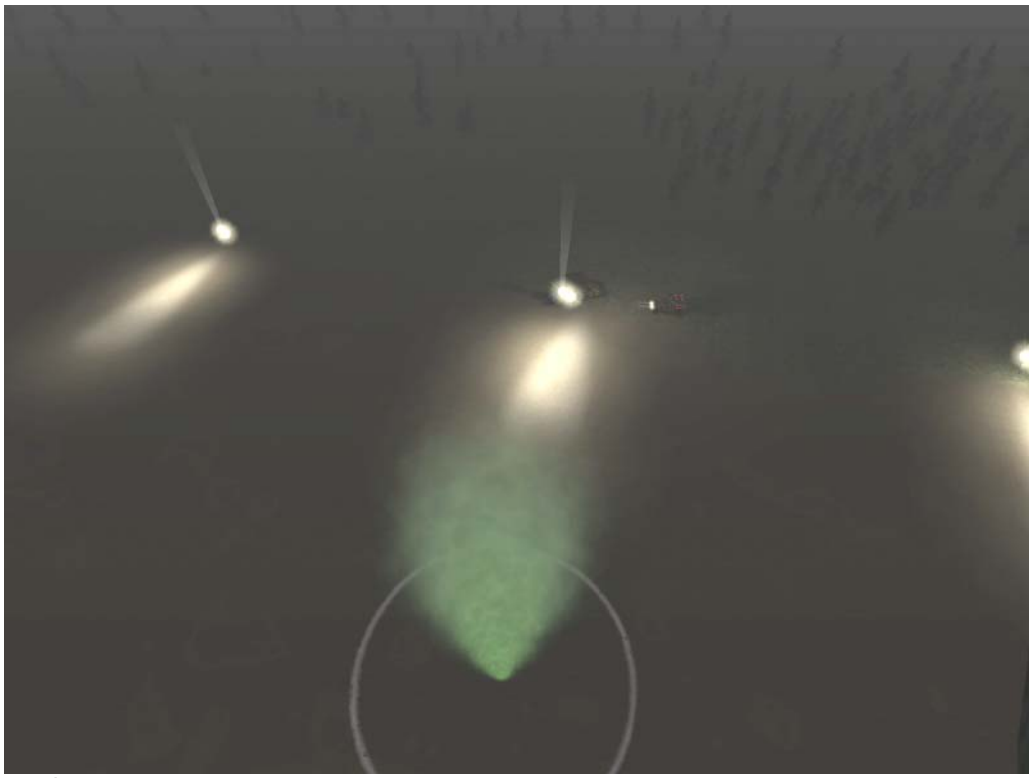
As soon as your chute deploys, look down into the clouds. After a moment, you will begin to see the landing lights set up around the dropzone. The arrow at one end of the dropzone points toward the target circle. You must land in this circle to pass this jump. Using the risers, steer your parachute toward the green smoke cloud rising from the center of the circle.

As you approach the target area, try to center on the smoke cloud (shown below), to make sure that you land in the circle. Do not forget the basic landing techniques you learned on the 250 foot free tower. As you get close to the green smoke, turn left or right to avoid landing face-first. As you enter the smoke cloud, flare your chute (default is E) as previously instructed to slow your descent and perform a proper landing.

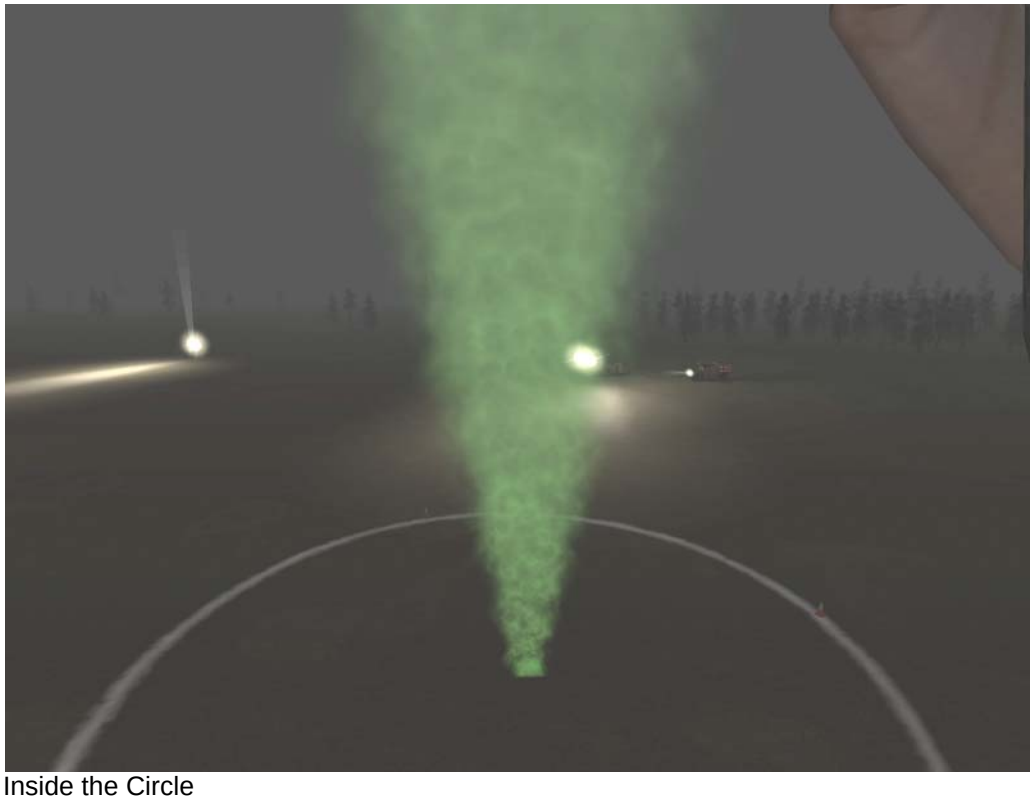
As before, if you flare too soon or hold it too long, you may collapse your chute, causing you to hit harder with a greater likelihood of injury, so be careful. If you hear a crunch and see a red flash when you land, that means you have injured yourself on landing and will have to go through night jump training again. If you perform a proper Parachute Landing Fall (PLF), you will earn your Silver Wings and become a US Army paratrooper.

Pass: "Jumper your parachute landing fall and overall grade has been satisfactory."

Fail: "Ouch that must of hurt!"



Staying on Target



Inside the Circle

Tours

Missions are organized into tours of duty. Each tour is associated with an actual US Army unit, and is generally indicative of the type of mission that unit could perform.

You can perform a tour of duty with any of several units, including:

Infantry Training Brigade
- MOUT McKenna (Training)

172nd Infantry Brigade (Separate)
- Pipeline (Mission)
- Bridge (Mission)
- Mountain Pass (Mission)

10th Mountain Division (Light)
- HQ Raid (Mission)
- Tunnel (Training)
- Insurgent Camp (Mission)
- River Basin (Training)

82nd Infantry Division (Airborne) [requires completion of Airborne School]
- FLS Assault (Training)
- FARP (Training)
- Radio Tower (Mission)

75th Ranger Regiment (Airborne) [requires completion of Airborne School]
- Mountain Ambush (Training)
- Swamp Raid (Training)
- Weapons Cache (Mission)

Infantry Training Brigade

The Infantry Training Brigade

Before you can start any tour with a compbat unit, you must prove yourself capable in the final phase of your training at the Infantry Training Brigade (ITB) McKenna MOUT site. The mission of the Infantry Training Brigade is to transform civilians into infantrymen that possess the commitment, character, confidence, physical fitness, fundamental soldier skills and warrior spirit to successfully serve in the Infantry.

During the Vietnam War, the 3rd Army Training Center was located at Sand Hill. Their mission was to conduct basic training. In 1976 Sand Hill became active again when Advanced Individual Training was centralized at Fort Benning.

In July 1978, the one-station unit training (OSUT) concept was adopted. By 1981, the demands of both basic and advanced individual training required another brigade and subsequent creation of the US Army Training Center on July 20, 1982. The old brigade headquarters building once served as General George S. Patton's 2nd Armored Division's Headquarters prior to U.S. entry into World War II. The new brigade headquarters building is presently located in Building 3410. These buildings, as well as those housing the Infantry Training Brigade's battalions are located in the Sand Hill Area.

The two brigade headquarters were inactivated in 1989. This brought the eight infantry training battalions under the direct control of the Infantry Training Center Headquarters, along with the reception battalion and the headquarters and service company.

In June 1992, the U.S. Army Infantry Training Center was redesignated as the Infantry Training Brigade, U.S. Army Infantry School and based at Fort Benning, Georgia.

Welcome to the Infantry and the Infantry Training Brigade!

There is no greater or more honorable profession than that of the professional soldier -- you are about to join the greatest of all the Army's branches of service: the Queen of Battle!

An Infantry soldier is special: he must be able to shoot better, perform better under physical duress, and move about the battlefield better than any other Army soldier and certainly better than any enemy we face. Preparation for Infantry service is non-stop action designed to prepare our men for the close, brutal, personal aspects of combat. Through the ages and the history of our Nation, America's Infantrymen have always answered the call for selfless service. The Infantryman is always there with an unbreakable will to win, to succeed when others do not. We will make you ready.

As you join us here on Sand Hill and Fort Benning, prepare yourself for the experience of a lifetime. Our job is to prepare you for success in your new life as a U.S. Army Infantryman. We hope you will find your fourteen weeks with us as rewarding and challenging, physically demanding and emotionally uplifting as we do. Good luck!

- Commander, Infantry Training Brigade

Today's Infantry soldiers are smart and very well trained. They use hand held computers to collect and relay data about their positions and that of enemy units to commanders miles away, all in near real-time. Training is what turns an ordinary man into a soldier. Training helps soldiers develop skills and confidence they'll be able to use later on.

Every day for fourteen weeks, Army Infantry Training will demand the best from you. And every evening you will know the deep satisfaction of having given your all.

Regimental Crests of the ITB - 19th RGT, 50th RGT, 54th RGT, and 58th RGT

Schedule of Training

WEEKS 1 - 3: The first two weeks consist mainly of PT (Physical Training). You will perform hundreds of sit-ups, push-ups and wind-sprints and discover muscles you never knew you had. You will learn military skills such as drill and ceremony, wear of the uniform, and guard duty. Tough physicals, the basic tools necessary to survive on the battlefield are taught, such as survival and hand to hand combat are coupled with a firm grounding in the Army Core Values.

WEEKS 4 - 6: This phase concentrates on the M16A2 rifle learning sight-adjustment, assembly and disassembly. After having spent days on the rifle ranges and have a chance to qualify for badges as marksmen, sharpshooter or expert.

WEEKS 7 - 9: You will learn to identify the kind of terrain just by the way it looks on a map. There's training in hand-to-hand combat, hand grenades, grenade launchers, antitank missiles, Pugil Stick Training as well as Nuclear, Biological, Chemical (NBC) Training which includes entering a gas chamber (soldiers enter a tear gas filled chamber in protective clothing and mask to instill confidence that the protective gear works). Demonstrating the skills learned in a phase test and undergoing the Confidence and Obstacle Courses.

WEEKS 10 - 12: These two weeks will teach you in advanced weapons and operating as part of a squad. The focus will be on numerous live fire exercises and the employment of machine guns and other squad automatic weapons.

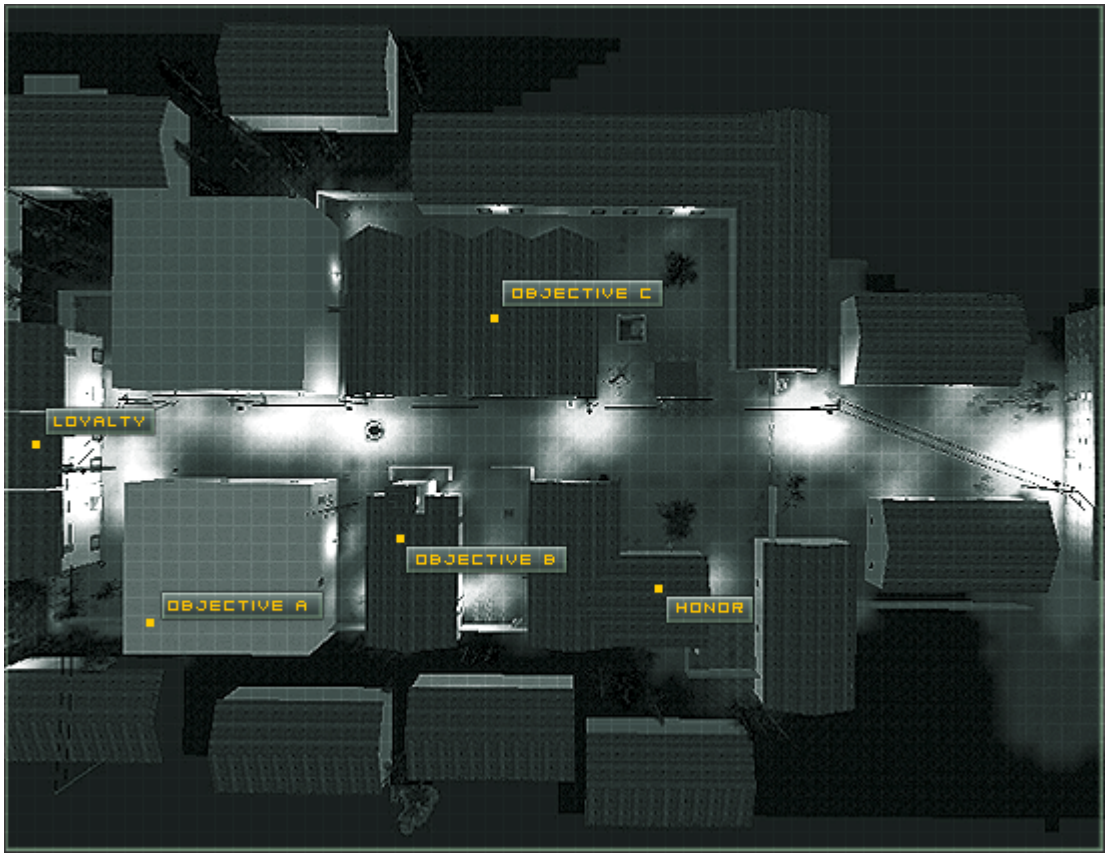
WEEKS 13 - 14: The Capstone Field Training Exercises will enable you to demonstrate the skills you have learned during these arduous 14 weeks. To graduate you must be able to:

- Successfully qualify with the M16A2 Rifle.
- Pass the APFT with a minimum of 60 points in each event (push-ups, sit-ups, 2 mile run)
- Complete the 5 mile "Eagle Run" in under 45 minutes.
- Complete all tactical foot marches (4km, 8km, 10km, 12km, 16km, 20km, and 25km foot marches)
- Pass hand grenade qualification course and successfully throw 2 live grenades
- Negotiate both the Confidence and Obstacle courses.
- Complete combative training to include rifle bayonet, pugil and hand to hand combat training.
- Demonstrate knowledge of the seven Army Core Values. (LDRSHIP)
- Loyalty
- Duty
- Respect
- Selfless Service
- Honor
- Integrity
- Personal Courage
- Complete the field training exercise (FTX).
- Receive training to standard in all mandatory subjects.

The only mission available while assigned to the Infantry Training Brigade is MOUT McKenna.

MOUT McKenna

The McKenna MOUT (Military Operations in Urban Terrain) site is used for the graduation exercise from infantry OSUT (One-Station Unit Training). This mission pits two squads of soldiers from different regiments against each other using MILES (Multiple Integrated Laser Engagement System) equipment to simulate live fire.



MOUT McKenna Map

Loyalty Briefing

Situation: Training evaluation at McKenna MOUT site using MILES.

Mission: Squad "Loyalty" will secure three objectives located in the church and blue and white buildings. Your team must successfully achieve the mission objective to graduate from Infantry training and proceed to your unit of assignment.

Enemy: Enemy consists of a small infantry unit.

Troops: One infantry squad from 1st Battalion, 50th Infantry Regiment.

Terrain: Complex urban terrain consisting of six multi-level buildings and an extensive tunnel system.

Honor Briefing

Situation: Training evaluation at McKenna MOUT (Military Operations in Urban Terrain) site using MILES (Multiple Integrated Laser Engagement System).

Mission: Squad "Honor" will secure three objectives located in the church and blue and white buildings. Your team must successfully achieve the mission objective to graduate from Infantry training and proceed to your unit of assignment.

Enemy: Enemy consists of a small infantry unit.

Troops: One infantry squad from 1st Battalion, 19th Infantry Regiment.

Terrain: Complex urban terrain consisting of six multi-level buildings and an extensive tunnel system.

172nd Infantry Brigade (Separate)

172nd INF BDE (SEP)

The 172nd Infantry Brigade was constituted Aug. 5, 1917, as part of the 86th Division. It arrived at Bordeaux, France, for combat duty in September 1918. In January 1919, the Brigade disbanded.

Reconstituted in June 1921 in the reserves, the unit was ordered to active duty and mechanized in August 1943. The unit shipped for France on February 19, 1945. The unit participated in amphibious assaults across the Danube, Bigge, Altmuhl, Isar, Inn, Mittel-Isar and Salzach rivers in Germany and Austria. The unit was assigned to occupation duty in September 1945 at Leyte until its inactivation in December 1946.

Reactivated on July 1, 1963, the 172nd Infantry Brigade (Separate) serves at Fort Richardson as part of the U.S. Army, Alaska. The 1st Brigade 6th Infantry Division (Light) was redesignated the 172nd Infantry Brigade (Separate) April 17, 1998.

172nd Infantry Brigade (Separate) missions include:

- Pipeline (Mission)
- Bridge (Mission)
- Mountain Pass (Mission)

Pipeline

Pipeline Map

Assault Briefing

Situation: Terrorist forces have captured Alaskan Pipeline pump station at grid WA542679, with the intent of creating an environmental disaster.

Mission: Squad will seize Alaskan Pipeline station at grid WA542679 and accomplish one of the following: secure the main control panel; stop the flow of oil into the pumps at the three valve controls.

ROE: Minimize damage to oil storage containers and pipes.

Enemy: Consists of a squad-sized terrorist force inside the main pump station.

Troops: One infantry squad from 2nd Battalion, 1st Infantry Regiment, 172nd Sep. Infantry Brigade.

Terrain: Alaskan Pipeline Pump Station consisting of three structures; the pump station, the exterior oil tanks and a one story out-building housing the emergency shut off valve.

Defense Briefing

Situation: Terrorist forces are expected to sieze the Alaskan Pipeline pump station at grid WA542679.

Mission: Squad will defend Alaskan Pipeline Pump Station at grid WA542679 to prevent terrorists from accomplishing either of the following: taking control of the main control panel; opening the flow of oil into the pumps at the three valve controls.

ROE: Minimize damage to oil storage containers and pipes.

Enemy: Enemy consists of a squad-sized force armed with assault rifles and grenades.

Troops: One infantry squad from 2nd Battalion, 1st Infantry Regiment, 172nd Sep. Infantry Brigade.

Terrain: Alaskan Pipeline Pump Station consisting of three structures; the pump station, the exterior oil tanks and a one story out-building housing the emergency shut off valve.

Bridge

Bridge Map

Assault Briefing

Situation: Enemy forces posing as refugees have attacked the US forces defending bridge at grid WS663429. Your squad, returning from patrol, is now on hostile side of bridge, and must link up with company HQ to pass along time-sensitive information.

ROE: Positive ID of hostile forces required due to refuges in area. Minimize damage to bridge.

Mission: Your squad must pass vital intel to company HQ located grid WS763529 on east side of bridge.

Enemy: Enemy consists of a squad-sized element with advanced marksman support.

Troops: One infantry squad of the 1st Battalion, 32nd Infantry Regiment with advanced marksman support.

Terrain: High-altitude stone bridge provides the only passable route to the east. Adverse weather conditions prevent close air support. Bridge towers constitute key terrain.

Defense Briefing

Situation: Ongoing operations have your platoon occupying bridge at grid WS663429 vital to UNHCR relief operations. Recent attacks by the enemy have forced the platoon to begin movement to more defensible positions east of the bridge. Your squad was ordered to delaying the enemy until reaction force arrives.

ROE: Minimize damage to bridge.

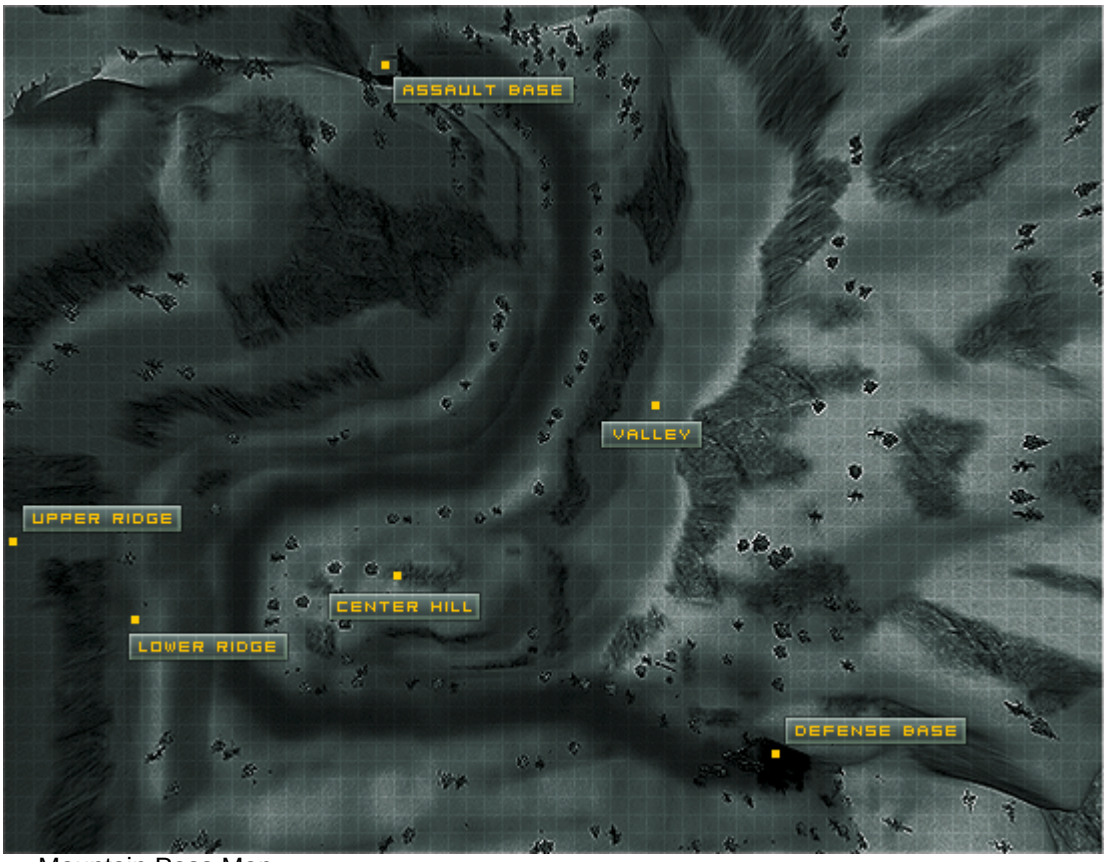
Mission: Squad must prevent enemy forces from crossing bridge at grid WS663429 for as long as possible.

Enemy: Squad-sized force armed with advanced marksman support.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksman support.

Terrain: High-altitude stone bridge spanning a mountain chasm. Adverse weather conditions prevent air support. Bridge towers constitute key terrain.

Mountain Pass



Mountain Pass Map

Assault Briefing

Situation: After securing the bridge, your squad was ordered to recover supplies lost during an ambush of a US Convoy at grid WS663433.

ROE: Minimize damage to the supplies. Friendly convoy security elements may still be in the area.

Mission: First squad, secure US Convoy at grid WS663433, and patrol surrounding area for remaining enemy forces.

Enemy: Squad-sized force with advanced marksman support. Enemy reaction forces are less than ten minutes away.

Troops: Infantry squad of the 2nd Battalion, 22nd Infantry Regiment with advanced marksman support.

Terrain: High-altitude mountain road twisting around a mountain chasm. Adverse weather conditions (high winds and fog) prevent air support. Sparse vegetation and rocky cliffs with snow covered ledges.

Defense Briefing

Situation: The US Convoy at grid WS663433 was ambushed by enemy forces. Your squad, as an immediate reaction force, was sent to defend the Convoy until the rest of the company arrives.

ROE: Minimize damage to the supplies since they are sorely needed at the refugee camp.

Mission: Defend the US Convoy at grid WS663433 until reinforcements arrive.

Enemy: Squad-sized force with advanced marksman support.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksman support.

Terrain: High-altitude mountain road twisting around a mountain chasm. Adverse weather conditions (high winds and fog) prevent air support. Sparse vegetation and rocky cliffs with snow covered ledges.

10th Mountain Division (Light)

10th MTN DIV (LT)

In 1939 Finnish ski soldiers annihilated two Soviet tank divisions. This demonstrated the need for U.S. Army troops trained in mountain and winter warfare. On December 8, 1941, the Army activated its first mountain unit, and in 1943 the 10th Light Division (Alpine) was formed. The 10th Division was redesignated the 10th Mountain Division on November 6, 1944. The division entered combat on January 28, 1945 in the North Apennine Mountains of Italy. One of the many famed tactical operations the division undertook was doing what the Germans thought impossible: a night assault up a 1,500-vertical-assent. In 114 days of combat the 10th completely destroyed five elite German divisions.

Since the 10th Mountain Division was one of the last to enter combat, it was to be used in the projected invasion of Japan. These plans ended with the surrender of Japan in August 1945.

After 1945 the Division deactivated and reactivated several times until February 13, 1985 when the Division was officially reactivated at Fort Drum, New York as the 10th Mountain Division (Light Infantry). The 10th Mountain Division (LI) was designed to meet a wide range of worldwide infantry-intensive contingency missions. Equipment design was oriented toward reduced size and weight for reasons of both strategic and tactical mobility.

About 1,200 soldiers from the 10th Mountain supported Desert Shield/Storm in 1990-1991. On September 27,1992, the 10th Mountain Division assumed responsibility for Hurricane Andrew disaster relief as Task Force Mountain. In 1992-94 the Division participated in Operation Restore Hope in Somalia. On 3 October 1993, oneof the Division's battalions, 2-14th Infantry was the quick reaction force (QRF) dispatched to secure the ground evacuation route for the Special Operations Task Force Ranger (TFR). The 2-14th was successful in linking up with the Rangers and assisted their withdrawal under fire along a route secured by Pakistani forces. The six and a half hours of continuous fighting was the longest sustained firefight by regular U.S. forces since the Vietnam War.

The Division formed the nucleus of the Multinational Force Haiti (MNF Haiti) and Joint Task Force 190 (JTF 190) in Haiti during Operation Uphold Democracy, 1994-95. On 19 September 1994, the Division's 1st Brigade conducted the Army's first air assault from an aircraftcarrier. This force consisted of 54 helicopters and almost 2,000 soldiers. They occupied the Port-au-Prince International Airport. This was the largest Army air operation conducted from a carrier since the Doolittle Raid in World War II, where Army Air Force bombers were launched off of a carrier to attack Tokyo.

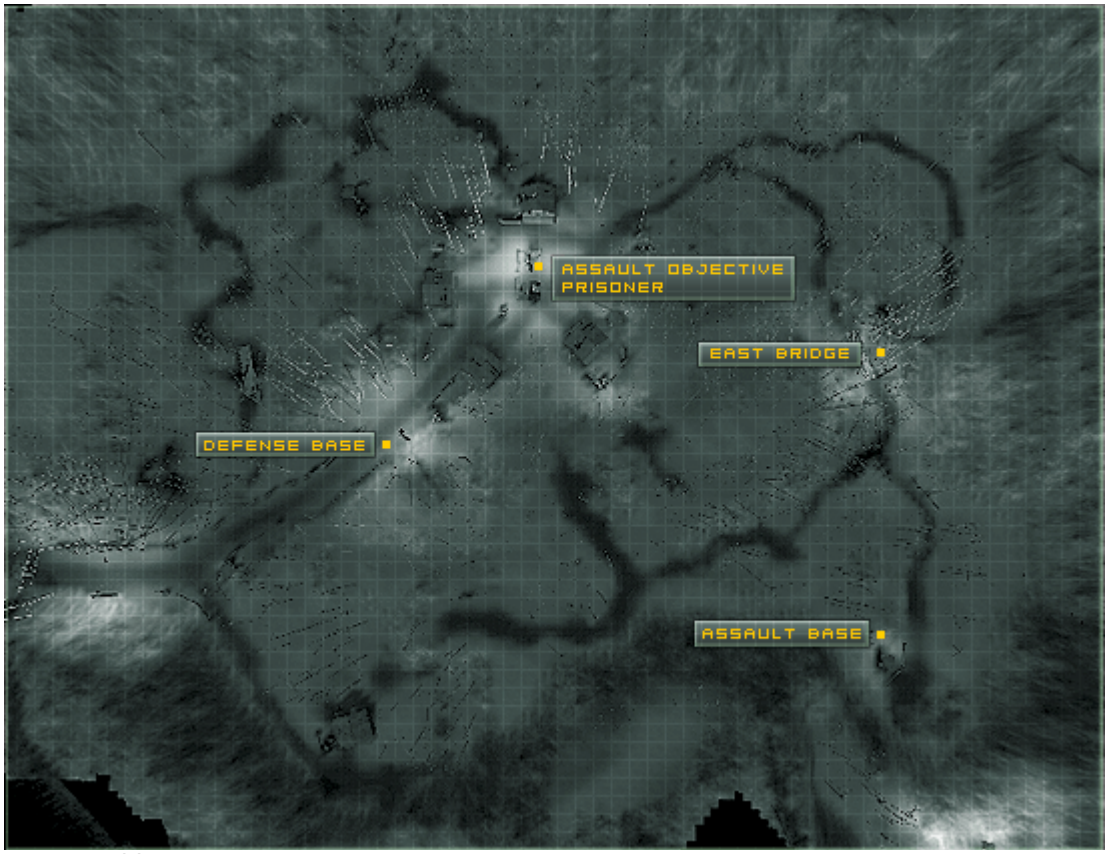
The division served as senior headquarters of Task Force Eagle, 1998 – 2000, providing a peace-keeping force to support the ongoing operation within the Multi-National Division-North area of responsibility in Bosnia and Herzegovina.

After adding humanitarian, training, and operational deployments together, the 10th Mountain Division (LI) had earned the distinction of being the most deployed Army division during the 1990s, a period which had seen the greatest number of missions for United States military forces - reserve and active - since the end of World War II.

10th Mountain Division (Light) missions include:

- HQ Raid (Mission)
- Tunnel (Training)
- Insurgent Camp (Mission)
- River Basin (Training)

HQ Raid



HQ Raid Map

Assault Briefing

Situation: While performing contingency operations, local population has informed your unit of a U.S. soldier being held by insurgent forces at grid WN172773.

ROE: Positively identify all targets in compound due to presence of U.S. prisoner.

Mission: First squad extract POW at enemy field HQ, grid WN172773.

Enemy: One squad-sized element of insurgent forces with light weapons but no night vision devices.

Troops: One infantry squad of the 4th Battalion, 31st Infantry Regiment, without advanced marksman or grenadier support.

Terrain: HQ is located in a lightly forested valley. HQ is well-lit area consisting of 2x4 frame constructed one-story wooden buildings. Prisoner is expected to be held in the center of the compound.

Defense Briefing

Situation: While performing contingency operations, your unit captured an officer who will be transported to higher headquarters.

ROE: Positively identify targets in compound due to the presence of the EPW.

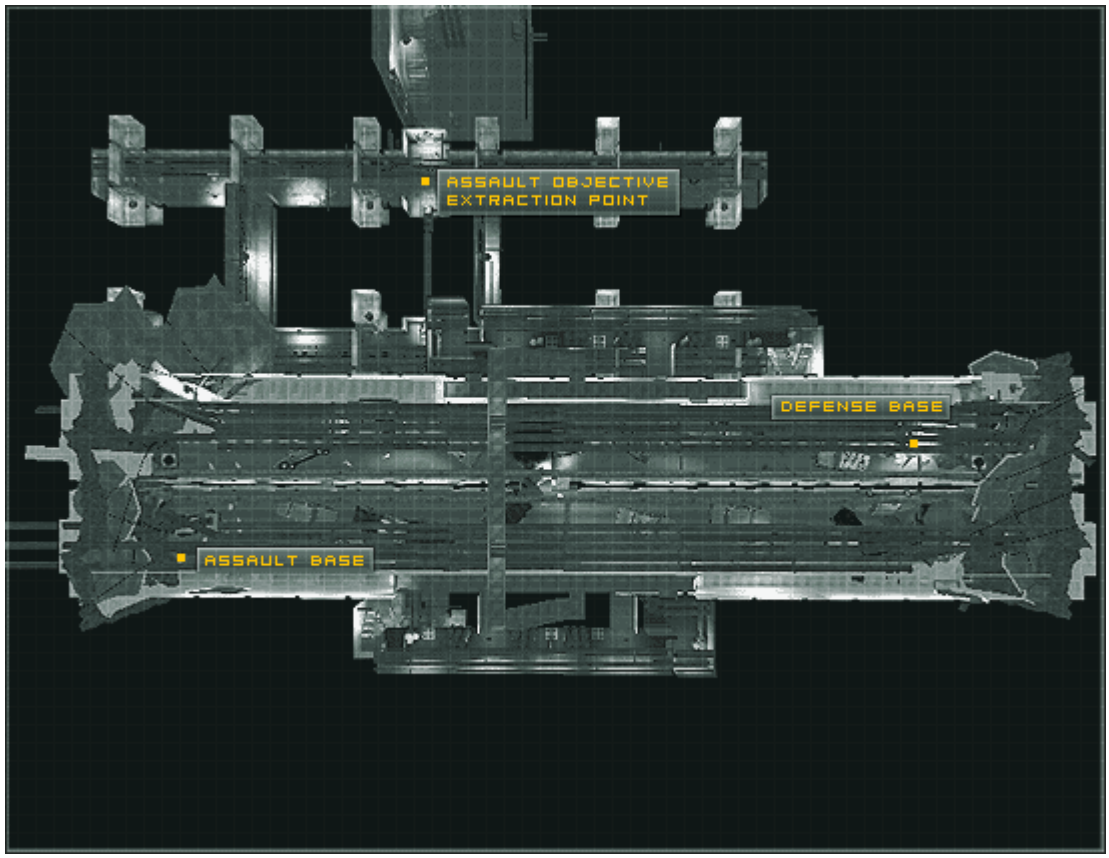
Mission: Secure EPW holding area at grid WN172773 until transport arrives. Remember, under the laws of land warfare you are responsible for safeguarding the EPW. The EPW is secured in a holding cell in the center of the compound.

Enemy: Infantry team without advanced marksman or grenadier support. The hostile force can be expected to attempt to recover the EPW at any cost.

Troops: One infantry squad of the 2nd Battalion, 22nd Infantry Regiment, without advanced marksman or grenadier support.

Terrain: Field HQ is located in a lightly forested valley.

Tunnel



Tunnel Map

Assault Briefing

Situation: Training Exercise using MILES. In the coming month your unit will deploy to an area where enemy forces are known to hide in tunnels. To prepare, your unit will conduct a training exercise in the National Response Training Center tunnel facility using MILES.

Mission: Isolate and defeat enemy force within the tunnel complex.

Enemy: Light infantry squad operating as OPFOR for this exercise.

Troops: One infantry squad from 1st Battalion, 87th Infantry Regiment.

Terrain: Tunnel is comprised of two 2-lane tunnels that are collapsed at each end, with a network of maintenance access tunnels creating a labrynth below.

Defense Briefing

Situation: Training Exercise using MILES. In the coming month your unit will deploy to an area where enemy forces are known to hide in tunnels. To prepare, your unit will conduct a training exercise in the National Response Training Center tunnel facility using MILES.

Mission: Link up with friendly forces near exit of tunnel complex.

Enemy: Light infantry squad operating as OPFOR for this exercise.

Troops: One infantry squad from 2nd Battalion, 87th Infantry Regiment.

Terrain: Tunnel is comprised of two 2-lane tunnels that are collapsed at each end, with a network of maintenance access tunnels creating a labrynth below.

Insurgent Camp

Insurgent Camp Map

Assault Briefing

Situation: Intelligence reports that a terrorist planning cell and training camp is active at grid WQ038333.

Mission: First squad secure computer terminal at grid US123456, in order to gather intelligence information about future terrorist action.

Enemy: Squad-sized force with advanced marksman support. Enemy reaction forces are less than ten minutes away.

Troops: Infantry squad of the 2nd Battalion, 22nd Infantry Regiment with advanced marksman support.

Terrain: Enemy camp located in high desert with rolling sand dunes and wadis. Camp consists of ruined multi-story building serving as headquarters, with training camp on western flank. Tunnel system enables both rapid reinforcement and alternate entrance to building. Intel indicates this entrance is to the south of the compound.

Defense Briefing

Situation: Having captured a terrorist planning cell and training camp, your unit is awaiting a technical team to process intelligence. A tunnel system is suspected to be present under the complex. Enemy attack is likely to take place by local reaction forces emerging from tunnels.

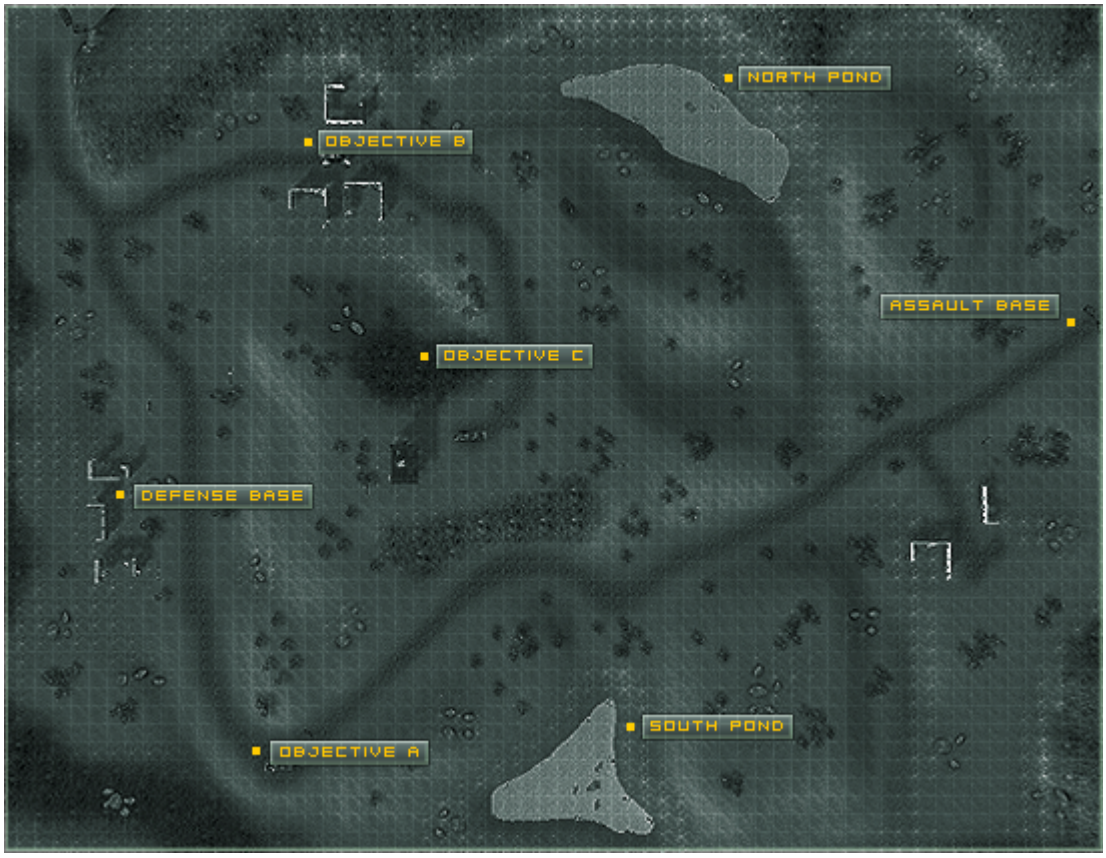
Mission: Defend the compound to deny terrorist access at grid WQ038333 until reinforcements arrive.

Enemy: Enemy elements expected to be of squad size, with no reinforcements likely.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksman support.

Terrain: Enemy camp located in high desert with rolling sand dunes and wadis. Camp consists of ruined multi-story building serving as headquarters, with training camp located on the western flank. Alternate access to the building basement is via a south tunnel entrance near the guard tower.

River Basin



River Basin Map

This is a training mission using MILES over lightly wooded and hilly terrain, which includes ruined buildings and rocky outcroppings that provide some cover. There are ponds to the north and south of map center, with opposing bases on the east-west axis of the map.

Assault Briefing

Situation: Intelligence reports that a terrorist force has taken control of a logistical supply point at grid KD914347.

Mission: First squad, plant demo charges under the HEMTT (Heavy Expanded Mobile Tactical Truck) to the North, South and West of grid KD914347.

Enemy: Squad-sized force. Enemy reaction forces are less than ten minutes away.

Troops: Infantry squad of the 2nd Battalion, 22nd Infantry Regiment without advanced marksman or grenadier
support.

Terrain: Heavily rutted / eroded forest lowlands offer cover and concealment.

Defense Briefing

Situation: As part of a Field Training Exercise (FTX) your squad will act as OPFOR defending a logistical supply point at grid KD914347.

Mission: Defend the logistical supply point, specifically the three HEMTT (Heavy Expanded Mobile Tactical Truck) located to the North, South and East of grid KD914347.

Enemy: Enemy elements expected to be of squad size, with no reinforcements likely.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment without advanced marksman or grenadier support.

Terrain: Heavily rutted / eroded forest lowlands offer cover and concealment.

82nd Infantry Division (Airborne)

82nd INF DIV (ABN)

The largest parachute force in the free world, the 82nd Airborne Division is trained to deploy anywhere, at any time, to fight upon arrival and to win. From cook to computer operator, from infantryman or engineer, every soldier in the 82nd is airborne qualified. Almost every piece of divisional combat equipment can be dropped by parachute onto the field of battle.

Formed on August 25, 1917, at Camp Gordon, Georgia with members from all 48 states, the unit was given the nickname "All-Americans," hence its famed "AA" shoulder patch. In 1918, the Division deployed to France. In nearly five months of combat the 82nd fought in three major campaigns and helped to break the fighting spirit of the German Imperial Army. After World War I the 82nd Infantry Division demobilized, until 1942 when it became the first airborne division in the U.S. Army. The Division set sail for North Africa in April 1943 to participate in the campaign to puncture the soft underbelly of the Third Reich. The Division's first two combat operations were parachute and glider assaults into Sicily and Salerno, Italy.

Next the Division participated in the most ambitious airborne operation of the war, Operation Neptune - the airborne invasion of Normandy on 5–6 June 1944. The operation was part of Operation Overlord, the amphibious assault on the northern coast of Nazi-occupied France. After 33 days of bloody combat and suffering 5,245 paratroopers killed, wounded or missing the unit returned to England. The Division's post battle report read, "...33 days of action without relief, without replacements. Every mission accomplished. No ground gained was ever relinquished." September 17, 1944 Operation Market-Garden in Holland the 82nd captured its objectives between Grave and Nijmegen. The planned gateway to Germany would not open and the 82nd was ordered back to France. When the Battle of the Bulge ensued the 82nd joined the fighting and blunted General Von Runstedt's northern penetration in the American lines. Following the surrender of Germany, the 82nd was ordered to Berlin for occupation duty. In Berlin General George Patton was so impressed with the 82nd's honor guard he said, "In all my years in the Army and all the honor guards I have ever seen, the 82nd's honor guard is undoubtedly the best." Hence the "All-Americans" became known as "America's Guard of Honor." Upon returning to the United States in 1946, the 82nd made its permanent home at Fort Bragg, North Carolina.

Alerted for action in April 1965, the "All-Americans" responded to the civil war raging in the Dominican Republic. Peace and stability was restored by June 17, when the rebel guns were

silenced. Three years later, the 82nd Airborne Division was again called to action, this time to Vietnam.

During the 1970s, Division units deployed to the Republic of Korea, Turkey and Greece for exercises in potential future battlegrounds. On October 25,1983 elements of the 82nd were called back to the Caribbean to the tiny island of Grenada - Operation Urgent Fury. In March 1988, Operation Golden Pheasant, a brigade task force conducted a parachute insertion and airland operation into Honduras.

The "All-Americans," on December 20, 1989, as part of Operation Just Cause, conducted their first combat jump since World War II onto Torrijos International Airport, Panama. After the night combat jump and seizure of the airport, the 82nd conducted follow-on combat air assault missions in Panama City and the surrounding areas. Victoriously the paratroopers returned to Fort Bragg in January 1990. The 82nd became the vanguard of the largest deployment of American troops since Vietnam on August 2, 1990 to Saudi Arabia.

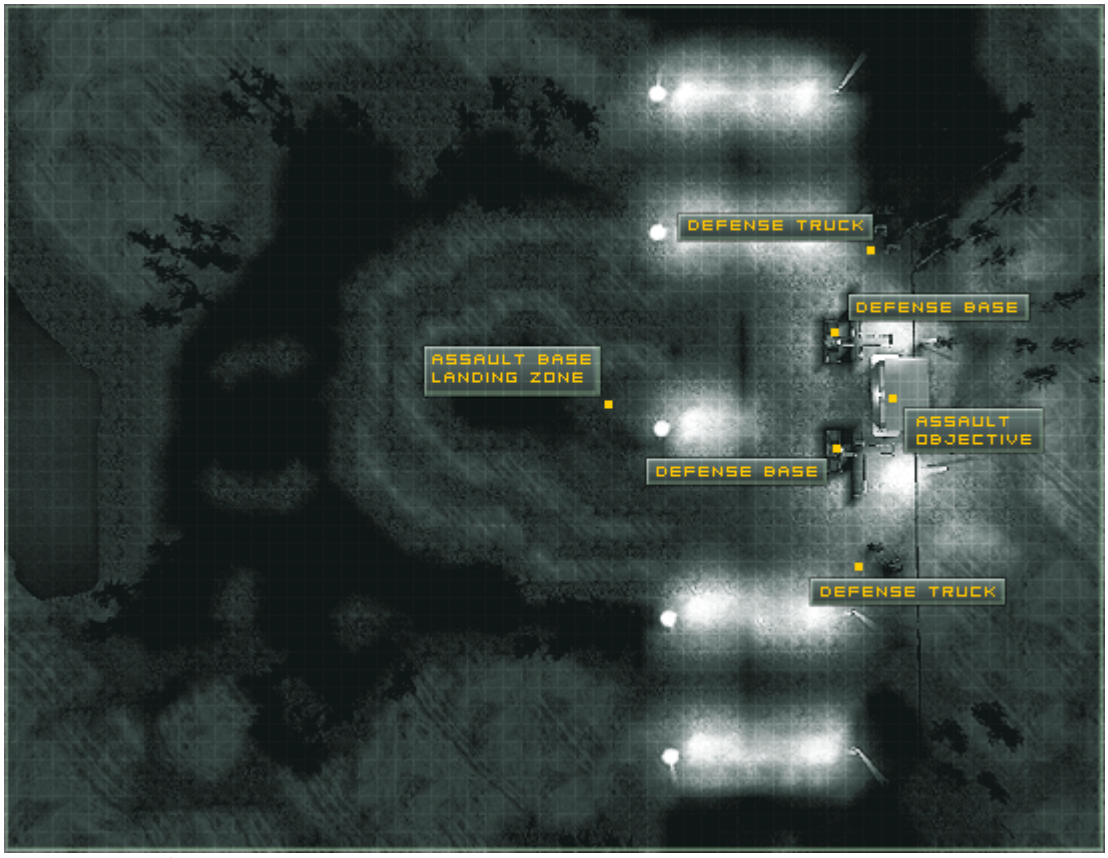
In 1991, Operation Desert Storm began when an armada of Allied warplanes pounded Iraqi targets. Vehicle mounted 82nd Airborne Division paratroopers protected the XVIII Airborne Corps flank as fast-moving armor and mechanized units moved deep inside Iraq. Following the Division's return and subsequent victory parades, a task force deployed to the hurricane-ravaged area of South Florida to provide humanitarian assistance following Hurricane Andrew in August 1992.

82nd Airborne Division paratroopers were among the first ground troops sent into the war-torn Kosovo region of the Balkans in summer 1999, as part of regular peacekeeping operation rotations. Today, as they have for 60 years, the troopers who wear the red, white and blue patch of the 82nd Airborne Division continue to form the cutting edge of the United States' strategic combat force.

82nd Infantry Division (Airborne) missions include:

- FLS Assault (Training)
- FARP (Training)
- Radio Tower (Mission)

FLS Assault



FLS Assault

Assault Briefing

Situation: As part of a larger attack your squad will seize the FLS by gaining control of the hangar facility at grid IN193999, east of the DZ (Drop Zone).

ROE: Minimize damage to airfield and structure – intent is to use facility as resupply point.

Mission: First squad seize the FLS by gaining control of the hangar facility at grid IN193999.

Enemy: One squad-sized element of regular forces with light weapons and machine guns.

Troops: One infantry squad of the 1st Battalion, 504th Parachute Infantry Regiment, without advanced marksman or grenadier support.

Terrain: Field Landing Strip (FLS) located in slightly forested area. The FLS is well-lit area consisting of one small hangar protected by two trench systems on either side supported by bunkers. Surrounding the FLS is a fenced minefield.

Defense Briefing

Situation: Your team is defending an FLS by preventing capture of the hangar facility at grid IN193999.

ROE: Minimize damage to airfield and structure – intent is to use facility as a resupply point.

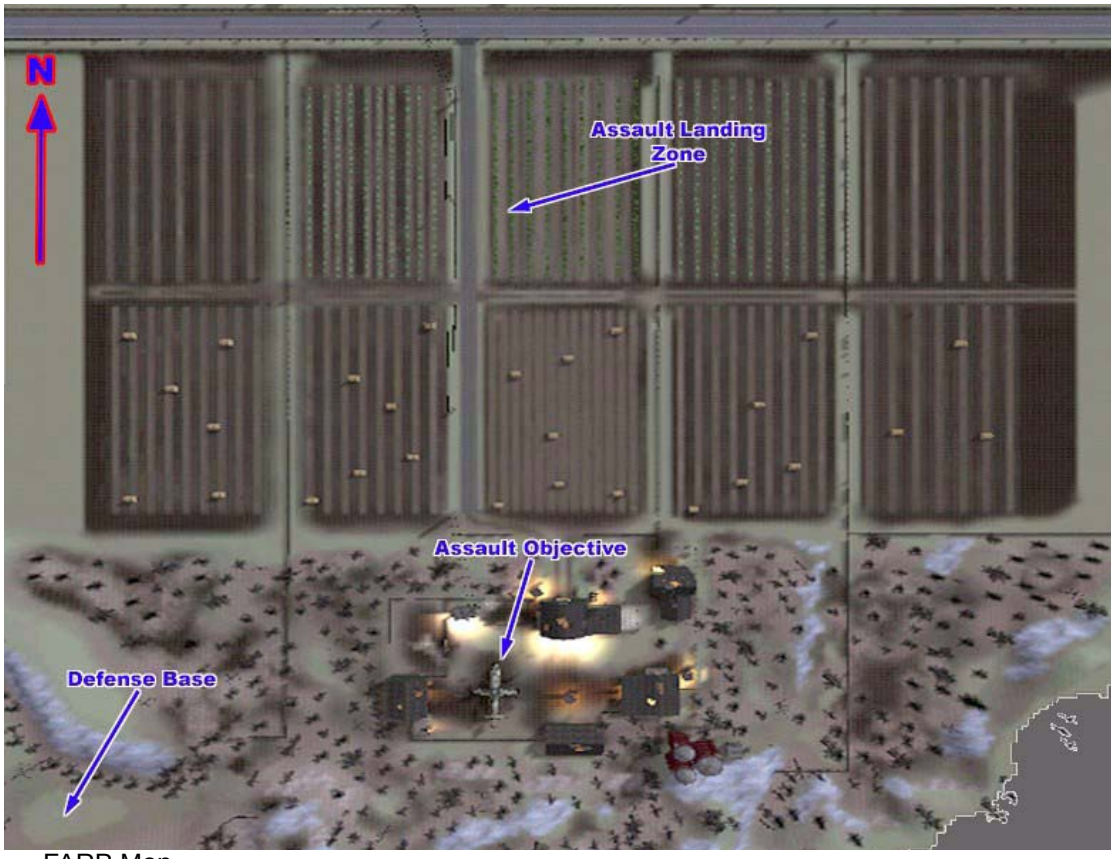
Mission: Alpha Team defends the FLS from defensive trench and bunker positions at grid IN193999.

Enemy: One squad-sized element of regular forces without advanced marksman or grenadier support.

Troops: One infantry fire team of the 3rd Battalion, 504th Parachute Infantry Regiment, without advanced marksman or grenadier support.

Terrain: Field Landing Strip (FLS) located in slightly forested area. The FLS is well-lit area consisting of one small hangar protected by two trench systems on either side supported by bunkers. Surrounding the FLS is a fenced minefield.

FARP



FARP Map

Assault Briefing

Situation: As part of a larger attack your squad will seize a Forward Area Rearm and Refuel Point (FARP) and destroy enemy helicopter at grid IP201887, south of the DZ (Drop Zone).

ROE: Engage only confirmed enemy targets – local farmers may be in area.

Mission: Third squad seize the Forward Area Rearm and Refuel Point (FARP) and destroy enemy helicopter at grid IP201887.

Enemy: One squad-sized element of irregular forces with light weapons and machine guns without any night vision devices.

Troops: One infantry squad of the 1st Battalion, 325th Airborne Infantry Regiment, without advanced marksman or grenadier support.

Terrain: Flat cultivated fields surround a farm house, barn and four other smaller structures which are used to store supplies for rearming and refueling rotary wing aircraft.

Defense Briefing

Situation: As part of a Field Training Exercise (FTX) your squad will act as OPFOR defending a Forward Area Rearm and Refuel Point (FARP) and damaged helicopter at grid IP201887.

ROE: Engage only confirmed enemy targets – local farmers may be in area.

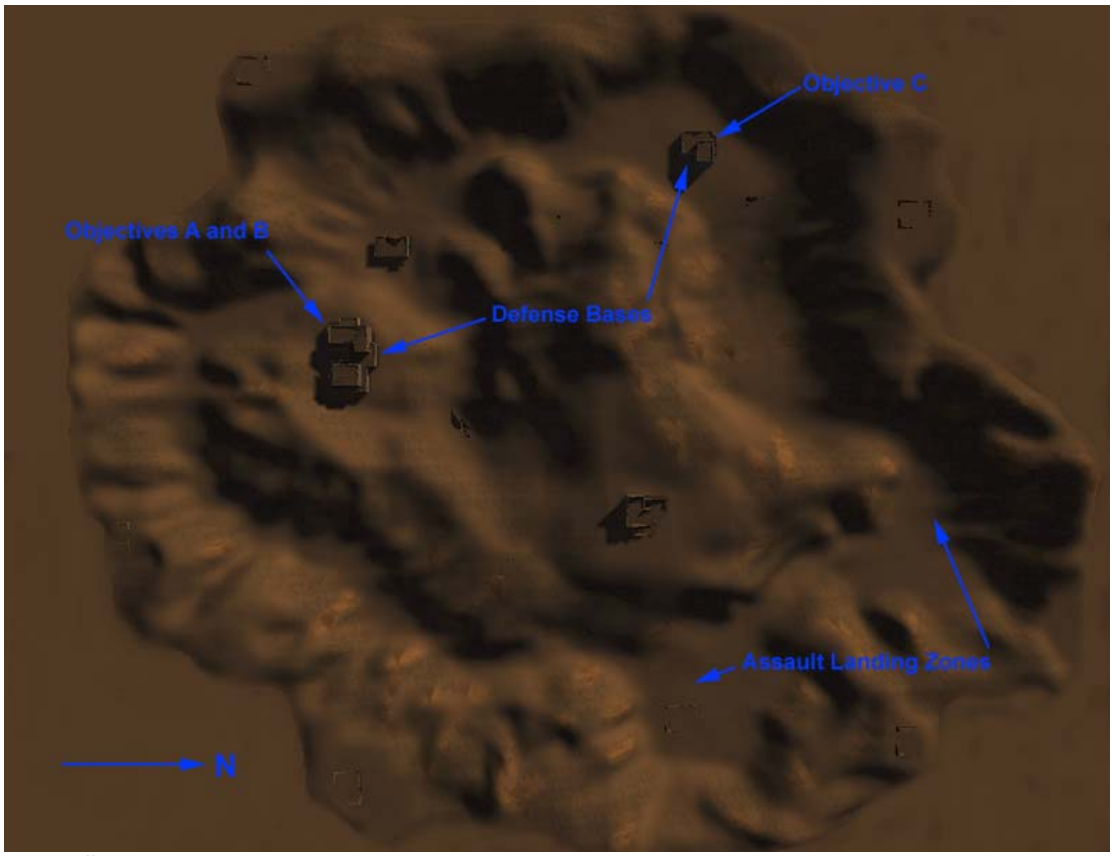
Mission: Second squad defend the Forward Area Rearm and Refuel Point (FARP) and helicopter at grid IP201887.

Enemy: One squad-sized element of regular forces with light weapons and machine guns.

Troops: One infantry squad of the 2nd Battalion, 325th Airborne Infantry Regiment, without advanced marksman or grenadier support or night vision devices.

Terrain: Flat cultivated fields surround a farm house, barn and four other smaller structures which are used to store supplies for rearming/fueling rotary wing aircraft.

Radio Tower



Radio Tower Map

Assault Briefing

Situation: Intelligence reports that a terrorist cell is broadcasting via radio tower at grid WQ038333 and holding two teams of international aid workers as hostage.

ROE: Engage only confirmed enemy targets – do not injure international aid workers.

Mission: First squad, rescue the international aid workers in the buildings to the west (WQ018353) and southwest (WQ038333) and disable the antenna on the roof of the southwest building preventing its further use.

Enemy: Squad-sized force with advanced marksman support. Enemy reaction forces are less than ten minutes away.

Troops: Infantry squad of the 1st Battalion, 325th Airborne Infantry Regiment with an advanced marksmanship team.

Terrain: Multi-level buildings with basements located in high desert. Rough terrain affords cover and concealment with multiple avenues of approach to objectives.

Defense Briefing

Situation: Having destroyed a makeshift terrorist radio tower and rescuing two teams of international aid workers, your unit is awaiting extraction. Enemy counterattack is likely to take place by local reactionary forces.

Mission: Until reinforcements arrive; protect the international aid workers in the buildings to the west (WQ018353) and southwest (WQ038333) and do not allow access to the antenna on the roof of the southwest building which would allow the enemy to send for additional forces.

Enemy: Squad-sized force with advanced marksman support.

Troops: One infantry squad of the 2nd Battalion, 325th Airborne Infantry Regiment with an advanced marksmanship team.

Terrain: Multi-level buildings with basements located in high desert. Rough terrain affords cover and concealment with multiple avenues of approach to both objectives.

75th Infantry Regiment (Ranger)

75th INF RGT (RGR)

In January 1974, the reformation of the first battalion-sized Ranger units since World War II was activated in response to the outbreak of the 1973 Middle East War. The modern Ranger Battalions were first called upon in 1980 as elements of 1st Battalion, 75th Infantry (Ranger) to participate in the Iranian hostage rescue attempts. The groundwork of our Special Operations capability of today was laid during training and preparation for this operation. Rangers and other Special Operations Forces from throughout the Department of Defense developed tactics, techniques, and equipment from scratch, as no doctrine existed anywhere in the world. The 2nd Battalion, 75th Infantry (Ranger) soon followed with activation on October 1, 1974. These elite units eventually established headquarters at Hunter Army Airfield, Georgia, and Fort Lewis, Washington, respectively.

On October 25, 1983, as part of Operation Urgent Fury the 1st and 2nd Ranger Battalions conducted a daring low-level parachute assault (500 feet), seized the airfield at Point Salines, rescued American citizens at the True Blue Medical Campus, and conducted air assault operations to eliminate pockets of resistance.

The entire Ranger Regiment in 1989 participated in Operation Just Cause, in which U.S. forces restored democracy to Panama. Rangers spearheaded the action by conducting two important operations, securing three airfields and the seizure of General Manuel Noriega's beach house.

During the operation the Rangers captured 1,014 Enemy Prisoners of War, and over 18,000 arms of various types while sustaining 5 killed and 42 wounded. In support of operation Desert Storm, in early 1991, the Rangers conducted raids and provided a quick reaction force in cooperation with Allied forces; there were no Ranger casualties. The performance of these Rangers significantly contributed to the overall success of the operation, and upheld the proud Ranger traditions of the past.

In 1993, Company B and a Command and Control Element of 3d Battalion, 75th Ranger Regiment Deployed to Somalia to assist United Nations forces in bringing order to a desperately chaotic and starving nation. Their mission was to capture key leaders in order to end clan fighting in and around the City of Mogadishu. On October 3, 1993, the Rangers conducted a daring daylight raid in which several special operations helicopters were shot down. For nearly 18 hours, the Rangers delivered devastating firepower, killing an estimated 300 Somali's in what many have called the fiercest ground combat since Vietnam. Six Rangers paid the supreme sacrifice in accomplishing their mission. Their courage and selfless service epitomized the values espoused in the Ranger Creed, and are indicative of the Ranger spirit of yesterday, today, and tomorrow.

Camp Frank D. Merrill is the home of the 5th Ranger Training Battalion and the mountain phase of the U.S. Army Ranger School, where small unit leaders are instructed in combat techniques and procedures used to move swiftly over all types of terrain including mountains. One-eighth of the earth's surface is covered by mountains and almost every war which has been fought since the start of recorded history has included some type of mountain operations.

In the pre-dawn hours of D-Day as Omaha Beach quietly awaited the fury of the Allied invasion, the 2nd Ranger Battalion assaulted the cliffs of Normandy at Point Du Hoc to clear the way for the invasion force. Battling rain soaked rocks, rough seas, and intense German fire, the American Rangers scaled 100 foot cliffs, secured their objective and stood on European soil before the amphibious assault began.

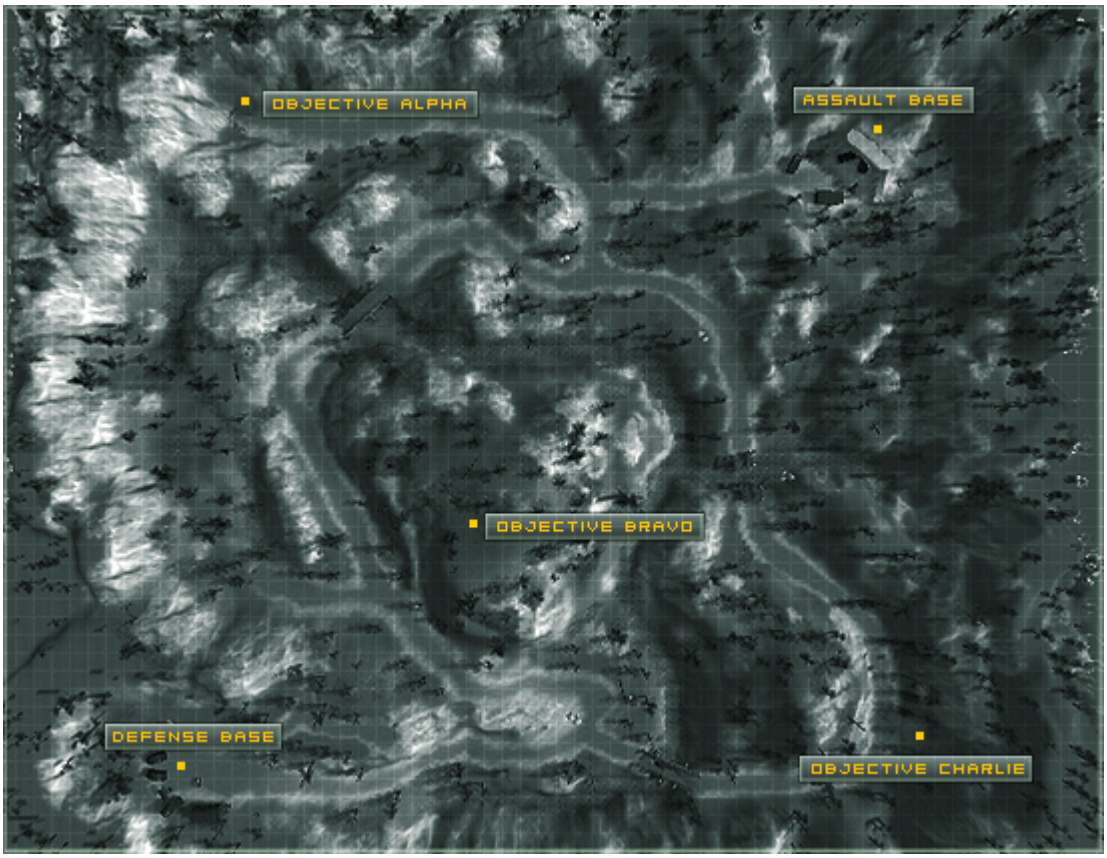
Future conflicts involving American soldiers could very well be conducted in mountainous terrain. Whether in Europe or Latin America we will see rough terrain. The training that Ranger students receive at Camp Merrill and the surrounding North Georgia Mountains will enable them to successfully operate in any mountainous environment.

The Mountain Ranger Camp was officially designated Camp Frank D. Merrill in honor of Major General Frank D. Merrill, Commander of Merrill's Marauders during Burma operations of World War II. On October 1, 1988, the 2nd Ranger Company was officially reorganized and redesignated the 5th Ranger Training Battalion.

75th Ranger Regiment (Airborne) missions include:

- Mountain Ambush (Training)
- Swamp Raid (Training)
- Weapons Cache (Mission)

Mountain Ambush



Mountain Ambush Map

Ambush Briefing

Situation: Intelligence reports small insurgent units will perform reconnaissance patrols of sites Alpha (grid WC951165), Bravo (grid WC940158), and Charlie (grid WC937150).

ROE: Positively identify targets since civilians may be in area.

Mission: Conduct ambushes of insurgent forces in vicinity of sites Alpha, Bravo, and Charlie.

Enemy: Squad sized insurgent forces, expected to have solid information on the terrain and disposition of US forces.

Troops: One infantry squad of the 4th/75th.

Terrain: Mountainous terrain with sparse vegetation. Dry riverbeds and hills provide compartmentalized terrain which affords squad with multiple ambush positions with overwatch.

Escort Briefing

Situation: United Nations has requested inspection of three critical zones in operations area. Insurgent forces may attempt to seize these sites to prevent discovery of multiple war crime violations.

ROE: Positively identify targets since civilians may be in area.

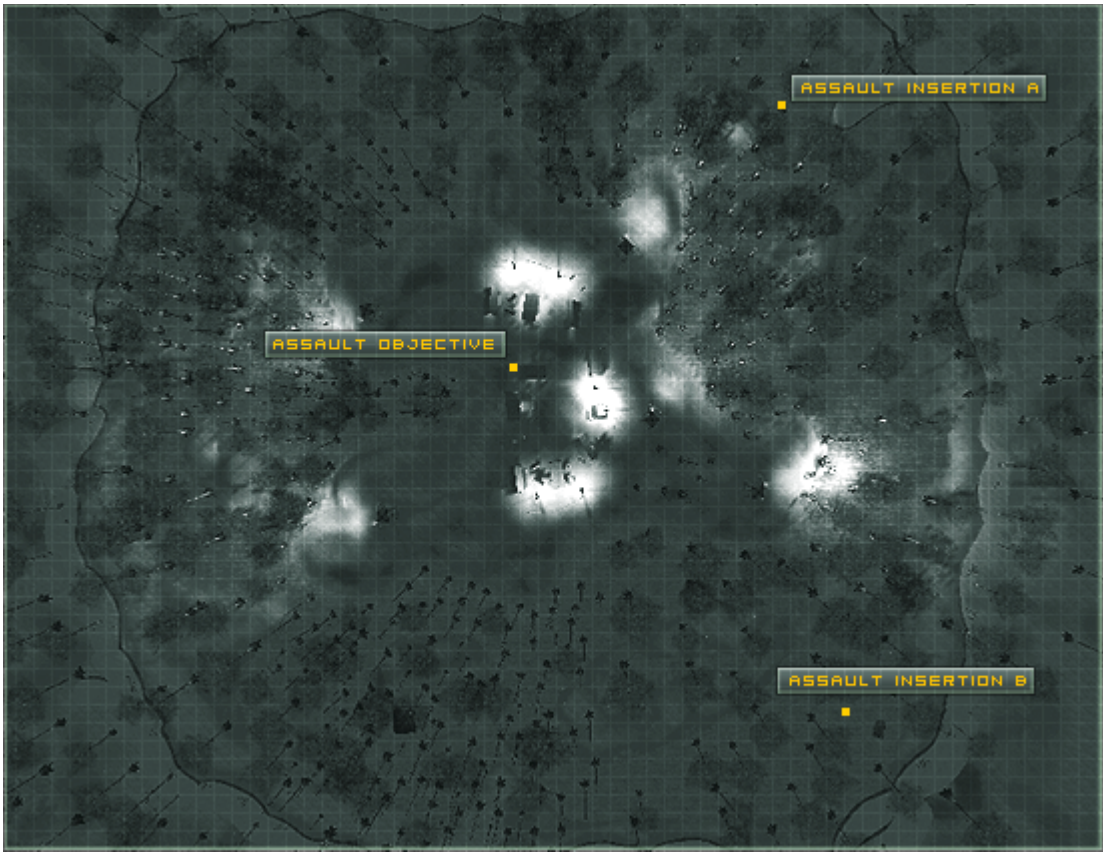
Mission: Squad will reconnoiter points Alpha (grid WC951165), Bravo (grid WC940158), and Charlie (grid WC937150).

Enemy: Enemy force consists of insurgent forces with intelligence concerning local terrain and the intentions of the UN concerning the three sites. Enemy ambushes are likely.

Troops: One infantry squad of the 4th/75th.

Terrain: Mountainous terrain with sparse vegetation. Dry riverbeds and hills provide compartmentalized terrain and multiple danger zones. Inspection sites offer little concealment.

Swamp Raid



Swamp Raid Map

Assault Briefing

Situation: Insurgent forces have established a command post at grid WD120564.

ROE: Positively identify targets since civilians may be in area. Minimize damage to structures inorder to preserve intelligence information.

Mission: First squad move to island by zodiac raft, raid the command post and retrieve plans and documents.

Enemy: Post is estimated at one infantry squad in strength. OPFOR is anticipating this assault, and will defend this site tenaciously.

Troops: One infantry squad of the 6/75, without advanced marksman or grenadier support.

Terrain: Post rests on a small island within a swamp. Post perimeter consists of multiple guard towers and a fenced perimeter. Perimeter interior holds numerous tents. The command tent is centrally located within the camp.

Defense Briefing

Situation: Your squad is defending a command post at grid WD120564. Covert enemy operations and force movements are anticipated in the area.

ROE: Positively identify targets since civilians may be in area. Minimize damage to structures in order to preserve intelligence information.

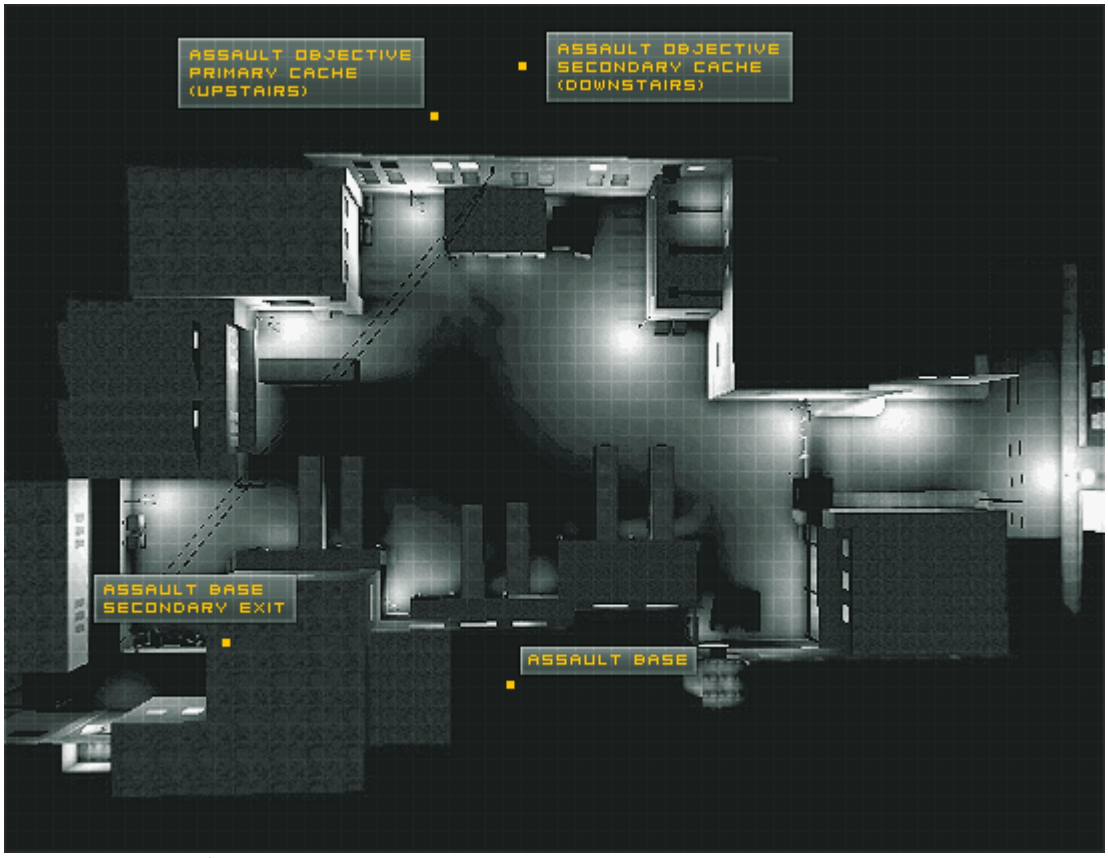
Mission: Defend command post against possible assault. Do not let any vital plans and documents become compromised

Enemy: Likely enemy force is a single infantry squad.

Troops: One infantry squad of the 6/75, without advanced marksman or grenadier support.

Terrain: Post rests on a small island within a swamp. Post perimeter consists of multiple guard towers and a fenced perimeter. Centrally located tent is the command post with documents and plans.

Weapons Cache



Weapons Cache Map

Assault Briefing

Situation: Intelligence reports that an illegal arms dealer is planning to transfer anti-aircraft weaponry to an agent of a known terrorist organization. Equipment stored in warehouse at grid WJ801165.

ROE: Minimize damage to structures in order to preserve intelligence information.

Mission: Squad will secure and identify weapons caches at grid WJ801165, and NLT 230430LJUN03 in order to disrupt future terrorist action.

Enemy: Enemy force consists of a small but well-trained and heavily-armed mercenary force. Reactionary force capability unknown but presumed capable of response within five minutes.

Troops: One infantry squad of the 2/75.

Terrain: Squad will enter complex via undefended warehouse buildings. Warehouse is reachable by crossing an open courtyard, which is vulnerable to enemy fire. Most buildings are either no longer in use or unoccupied due to celebration of local holiday. Weapons suspected on first and third floors.

Defense Briefing

Situation: Having secured anti-aircraft weaponry and disrupted illegal arms sale to known terrorist organization, your unit was awaiting extraction. Weapons provide proof that a foreign power is involved in acts of terrorism. Reactionary forces have arrived to recover the weapons or destroy the proof.

ROE: Minimize damage to structures in order to preserve intelligence information.

Mission: Squad will deny terrorists access to main structure and protect weapons systems at grid WJ801165, until arrival of reinforcements at 230545LJUN03.

Enemy: Reactionary force consists of mercenaries possibly assisted by special forces of a foreign power.

Troops: One infantry squad of the 2/75.

Terrain: Squad holds warehouse, with weapons on first and third floors. Enemy approaching from across courtyard. Most buildings are either no longer in use or unoccupied due to celebration of local holiday.

The Special Edition of Weapons Cache includes additional terrain and another objective as shown on the map below. Otherwise, it is identical to the basic Weapons Cache mission:

Weapons Cache (Special Edition)

Weapons and Equipment

America's Army: Operations contains weapons modeled directly from the real US Army's arsenal and that of potential Opposition Forces (OPFOR). You can use the standard M16A2, the M82A1 advanced marksman rifle, or the M249 Automatic Rifle. You can even pick up enemy weapons in combat. These weapons are modeled to be absolutely realistic in performance and design.

This section covers:

- US Army Weapons
- Opposing Force Weapons
- Miscellaneous Equipment

US Army Weapons

The basic arsenal of the modern American soldier features the following weapons:

M16A2

Caliber: 5.56x45mm NATO
Capacity: 30-round detachable box magazine
Length: 39.63 inches
Weight (with 30-round magazine): 8.79 pounds
Maximum effective range:
Area target: 800 meters
Point target: 550 meters
Muzzle velocity: 853 meters per second
Rate of fire:
Cyclic: 800 rounds per minute
Sustained: 12-15 rounds per minute
Semiautomatic: 45 rounds per minute
Burst: 90 rounds per minute

General dissatisfaction with the M14 and numerous studies led the Army to the development of a light weight weapon capable of firing a burst of small caliber bullets with a controlled dispersion pattern. Although opposed by the Ordnance Corp, the Armalite AR-15 was adopted by the Secretary of Defense as the 5.56mm M16 rifle. The M16 was selectable for automatic and semiautomatic fire. The M16 was to have had the same effective range as the M14 rifle it replaced, but it was most effective at a range of 215 yards (200m) or less. The M16 used a 5.56x45mm (.223 caliber, 55-grain bullet) cartridge in 20- or 30-round detachable box magazines. There were a number of problems encountered during initial fielding, but better training, preventive maintenance, and several design changes resulted in the weapon that became the standard combat rifle of the US Army, with some 3,690,000 having been manufactured.

The M16A2 rifle is the standard by which all military rifles of the future will be judged. This variant of the M16 fires a three-round burst or single shots in semiautomatic operation. The system incorporates an adjustable rear sight which corrects for both windage and elevation, a heavier barrel with 1-in-7” twist rifling, and a compensator to prevent muzzle climb during burst operation. The M16A2 is capable of firing all NATO standard 5.56x45mm (62-grain bullet) ammunition and can fire 40mm grenades when equipped with the M203 Grenade Launcher.

M4

Caliber: 5.56x45mm NATO
Capacity: 30-round detachable box magazine
Length: 29.8 inches (stock collapsed) to 33 inches (stock extended)
Weight (with 30-round magazine): 8.79 pounds
Maximum effective range:
Area target: 800 meters
Point target: 550 meters
Muzzle velocity: 853 meters per second
Rate of fire:
Cyclic: 800 rounds per minute
Sustained: 12-15 rounds per minute
Semiautomatic: 45 rounds per minute
Burst: 90 rounds per minute

In 1966 the US Army found a need for a shortened version of the M16 for use by the Special Forces, who needed a smaller weapon for Long-Range Reconnaissance Patrols (LRRPs). Colt's

modified M16 was originally called the XM177. The ten inch barrel included a long flash suppressor that contained expansion chambers to reduce the muzzle blast and noise from the extremely loud short barrel. Colt's modified version also included a telescoping stock and round handguards. Further modification led to the production of the XM177E1. This version added the forward assist and was followed by the XM177E2 with 11.5" barrel (enabling it to launch rifle grenades). Although stamped "Commando", all versions came to be known as the "CAR-15". The US Army soon abandoned the project, due to various problems the weapon experienced.

Like the M16A2, the M4 started life in 1983 as a request from the US Marine Corps. The new M4 includes a 'cut-out' in the barrel a little less than an inch in front of the front sight. This allows for the mounting of the M203 Grenade Launcher. Based on the new M16A2 lower receiver, the M4 includes a fully adjustable rear sight, case deflector, compensator, and three-round burst mechanism.

M4A1

Caliber: 5.56x45mm NATO
Capacity: 30-round detachable box magazine
Length: 29.8 inches (stock collapsed) to 33 inches (stock extended)
Weight (with 30-round magazine): 8.79 pounds
Maximum effective range:
Area target: 800 meters
Point target: 550 meters
Muzzle velocity: 853 meters per second
Rate of fire:
Cyclic: 800 rounds per minute
Sustained: 12-15 rounds per minute
Semiautomatic: 45 rounds per minute
Automatic: 120 rounds per minute

The US Army Special Forces, displeased with the 3-round burst feature on the standard M4, adopted another variant, the M4A1. The only difference between the two versions are the M4A1's ability to fire fully automatic. Numerous accessories are available for the Special Operations M4A1 (SOPMOD). The M4A1 mounts a Trijicon ACOG reflex sight for improved accuracy.

M203

Caliber: 40x46mmSR
Capacity: 1 grenade
Weight of rifle and grenade launcher (with both weapons fully loaded): 11.0 pounds
Muzzle velocity: 76 meters per second
Rate of fire: 5 to 7 rounds per minute
Maximum effective range:
Fire-team sized area target: 350 meters
Vehicle or weapon point target: 150 meters
Minimum safe firing range (HE):
Training: 165 meters
Combat: 31 meters
Minimum arming range: 14 to 38 meters (approximately)

The M203 was developed in the 1970's from the older plunger-type XM148 grenade launcher to replace the supply of M79 grenade launchers in the inventory. The M79 grenadier was issued only a pistol as an alternative to his shoulder-fired grenade launcher, and the XM148 was seen as a solution to this problem, as it allowed him to carry a standard M16 instead of a pistol. The M203 was a great improvement over the XM148, and is still in use today. Although fitted with blade-type leaf sights (which use the M16 front sight post), the quadrant sights are much more accurate for long-range and precision shooting. A special short-barrel model of the M203 is available for use with the M4 series of carbines. Because the grenades only activate mid-flight, the M203 is most effective at engaging medium to long-range targets. A wide variety of 40x46mmSR ammunition is available for this weapon, including high-explosive (standard), high-explosive dual-purpose (for use against vehicles), high-explosive airburst, multiple projectile (buckshot), signal smoke, and signal flare.

M249 AR

Caliber: 5.56x45mm NATO
Capacity: 200-round belt or 30-round detachable box magazine
Length: 40.9 inches
Weight: 15.07 pounds; spare barrel, 3.74 pounds
    200-round box magazine: 6.92 pounds
    30-round magazine: 1.07 pounds
Maximum effective range: 1000 meters for an area target
Muzzle velocity: 915 meters per second
Rates of fire:
    Cyclic: 750 to 1000 rounds per minute
    Sustained: 85 rounds per minute

The M249 was developed through an initially Army-led research and development effort and eventually a Joint NDO program in the late 1970's and early 1980's to restore sustained and accurate automatic weapons fire to the fire team and squad. When actually fielded in the mid-1980's, the M249 Squad Automatic Weapon (SAW) was issued as a one-for-one replacement for the designated automatic rifleman (then issued the M16A1) in the Fire Team. In this regard, the SAW filled the void created by the retirement of the Browning Automatic Rifle (BAR) during the 1950's because interim automatic weapons (e.g., M-14E2/M16A1) had failed as viable "base of fire" weapons. Early in the M249's fielding, the Army identified the need for a Product Improvement Program (PIP) to enhance the weapon. This effort resulted in a "PIP kit" which modifies the barrel, handguard, stock, pistol grip, buffer, and sights. The nomenclature of the M249 was changed from SAW to Automatic Rifle (AR) in 1994. The M249 Automatic Rifle forms the basis of firepower for the fire team and is the weapon of choice for the Automatic Rifleman. The M249 is an accurate and durable battlefield weapon.

M24 SWS

Caliber: 7.62x51mm NATO
Capacity: 5-round internal magazine
Length: 43 inches
Weight: 12.1 lb empty, without scope
Maximum effective range: 800 meters
Optics: 10x42mm Leupold Ultra M3A telescope sight (Mil-Dot reticle)

The M24 is a bolt-action rifle firing 7.62x51mm rounds. It is a lightweight, reliable, and extremely accurate rifle based on the commercial Remington M700 BDL long action. Simple in design, it is thought by many to be the best advanced marksmanship rifle in the world. the M24 utilizes a custom-built fiberglass stock (H-S Precision® M24 Pro-Series™) with an adjustable cheek pad as well as an adjustable pad on the butt stock to set length of pull. It is adaptable to the use of night vision devices and other weapon scopes. The Army may ultimately want to adopt a more powerful .30 caliber cartridge (such as the .300 Winchester Magnum) and the action of this rifle is easily modified to support this.

Barrett M82A1SAMR

Caliber: .50 BMG (12.7x99mm Browning)
Capacity: 10-round detachable box magazine
Length: 57 inches
Weight: 32.5 pounds
Maximum effective range:
1500 meters for man-sized targets

2000 meters for vehicular targets

Produced by Barrett Firearms Manufacturing, the M82A1 Semiautomatic Anti-Materiel Rifle is an air-cooled, semi-automatic rifle equipped with a 10x Unertl scope (mounted on a milspec sight rail) and a 10-round detachable box magazine. Firing M2 .50 Browning Machine Gun cartridges, the M82A1 is capable of engaging man-sized targets out to 1500m, vehicular targets out to 2000m and is capable of penetrating up to 30mm of steel plate.

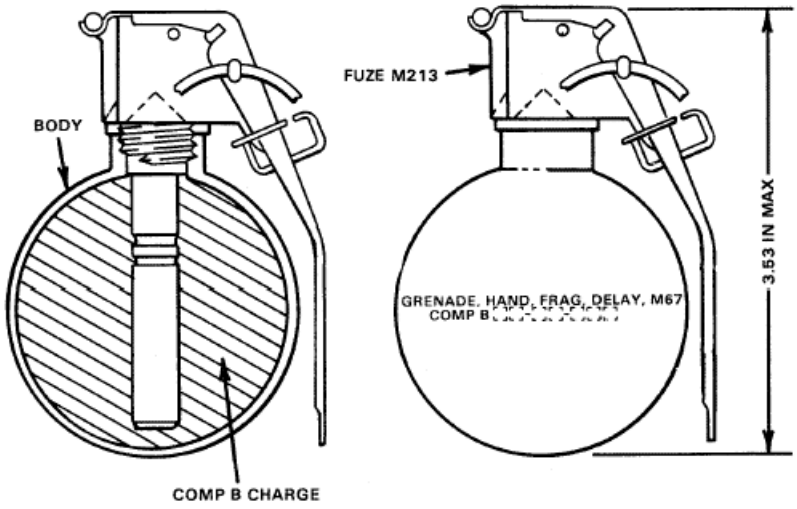
To keep the felt recoil to a minimum, the M82A1 utilizes the short recoil principle developed by John Browning, which diffuses the recoil energy over a longer period of time. To further reduce recoil, the rifle barrel is equipped with a double-chambered muzzle brake, which redirects expended cartridge gases to the sides and rear of the muzzle.

Though the primary round for the M82A1 is the Raufoss Grade A match-grade multi-purpose cartridge, the M82A1 can fire all types of .50 BMG ammunition, with the exception of the M903 SLAP (Saboted Light Armor Penetrator) and the M962 SLAPT (Saboted Light Armor Penetrator - Tracer).

M67 Fragmentation Grenade

Body: Steel sphere
Filler: 6.5 ounces of Composition B
Fuze: M213
Weight: 14 ounces
Safety Clip: Yes (without the safety clip nomenclature is M33)
Capabilities: The average soldier can throw the M67 grenade 35 meters effectively. The effective casualty-producing radius is 15 meters and the killing radius is 5 meters.
Color and Markings: The grenade has an olive drab body with a single yellow band at the top.

Other markings are in yellow. Training versions have a blue body and no markings.



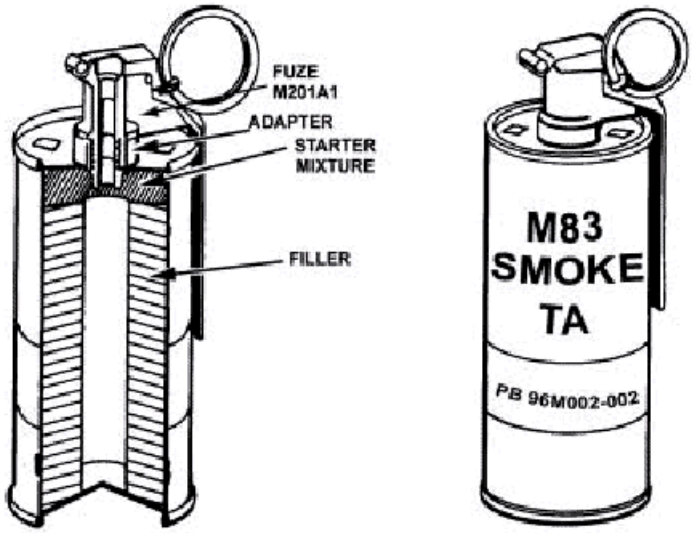
The M67 is the standard-issue defensive (fragmentation) grenade used by the US Army. It is effective against area targets outdoors as well as in clearing rooms. It has an approximate fuse time of 4-5 seconds. The OPFOR equivalent is the RGD-5.

WARNING! Although the killing radius of this grenade is 5 meters and the casualty-producing radius is 15 meters, fragmentation can disperse as far away as 230 meters.

M83 HC White Smoke Grenade

Body: Cylinder of thin sheet metal, 2.5 inches in diameter and 5.7 inches in length
Filler: 11 ounces of terephthalic acid
Fuze: M201A1
Weight: 16 ounces
Safety clip: None
Capabilities: The M83 produces a cloud of white smoke for 25 to 70 seconds.
Color and markings: The grenade has a forest green body with light green markings, a blue

band, and a white top.

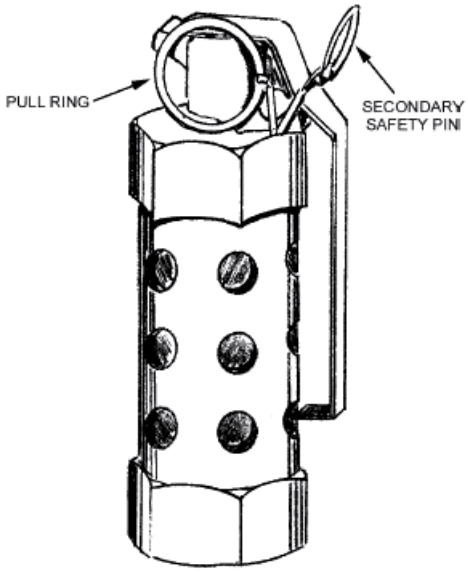


The M83 HC smoke grenade has recently replaced the M8 HC in service and is a key ingredient for concealing the movement of friendly forces. The M83 can be thrown up to 30 meters, producing a thick volume of dense white smoke lasting over one minute. While most effective outdoors, the M83 should not be used in close quarters without protective masks. It has an approximate fuse time of 1.2-2seconds. The OPFOR equivalent is the RDG-2.

M84 Stun Grenade

Body: Steel hexagon tube with holes along the sides to allow for the emission of intense light and sound when the grenade is detonated
Filler: 4.5 grams magnesium mixture
Fuze: M201A1
Safety Clip: The M84 also has a secondary safety pin with a triangular pull ring
Weight. 13.2 ounces
Capabilities. The M84 grenade is designed to be thrown into a room (through an open door, a standard glass window, or other opening) where it delivers a loud noise and bright flash on deto-

nation.



The M84 stun or “flashbang” grenade is intended to temporarily disorient opposing forces by producing a blinding flash and a deafening bang. Use caution when throwing this grenade indoors or in close quarters as it has a very short fuse (1.2-2 seconds), and you may suffer the effects of your own grenade if you are too close to the blast. The OPFOR equivalent is the Zarya stun grenade.

Opposing Force Weapons

America’s Army: Operations also features highly realistic models of common OPFOR weapons:

AK47

Caliber: 7.62x39mmS
Capacity: 30-round detachable box magazine
Length: 34.2 inches
Weight: 9.46 pounds
Effective range: 300 meters
Muzzle velocity: 710 meters per second

Rate of fire:

Cyclic: 600-640 rounds per minute
Automatic: 100 rounds per minute
Semiautomatic: 40 rounds per minute

The Avtomat Kalashnikova model 1947 (AK or AK-47) is a gas-operated, selective-fire weapon. Like all 7.62mm Kalashnikov assault rifles, it fires the Soviet 7.62x39mm M1943 round and uses a standard 30-round curved box magazine. The AK comes in two versions: one with a fixed wooden stock, and another, the AKS, with a folding metal stock issued primarily to parachutist and armor troops. Except for the differences in the stock and the lack of a tool kit with the AKS, the two version were identical. The early AKs had no bayonet, but the version with the fixed wooden stock later mounted a detachable knife bayonet.

The improved model, known as the AKM, is easier to produce and operate. It weighs about one kilogram less than the AK-47. The reduced weight results from using thinner, stamped sheet-metal parts rather than machined, forged steel; laminated wood rather than solid wood in the handguard, forearm, pistol grip, and buttstock; and new lightweight aluminum and plastic magazines. Other improvements include a straighter stock for better control, an improved gas cylinder, a rate-of-fire control alongside the trigger, a rear sight graduated to 1,000 meters rather than 800 meters, and a greatly improved, detachable bayonet.

The AKM also has a folding-stock version, designated AKMS, intended for use by riflemen in armored infantry combat vehicles such as the BMP. Except for its T-shaped, stamped-metal, folding buttstock, the AKMS is identical to the AKM. The folding-stock model can reduce its length from 34.2 inches to 27.5 inches.

All 7.62-mm Kalashnikov assault rifles fire in either semiautomatic or automatic mode and have an effective range of about 300 meters. Both the AK and AKM can mount a grenade launcher (BG-15, GP-25, or GP-30). Both can have passive image intensifier night sights. Both can function normally after total immersion in mud and water. The fully-chromed barrel ensures effective operation even at very low temperatures. The muzzle of either weapon fits into the swiveling firing points of the BMP. Thus, the infantryman can fire the weapon while the vehicle is moving.

The most serious drawback to the AK and AKM is the low muzzle velocity (710 meters per second) of the relatively heavy 7.62mm round. This results in a looping trajectory that requires a clumsy adjustment for accuracy at ranges beyond 300 meters. The barrel overheats quickly when the weapon fires for extended periods, making the weapon hard to handle and occasionally causing a round to explode prematurely in the chamber. Also, the exposed gas cylinder is easily dented, sometimes causing the weapon to malfunction.

AKS-74U

Caliber: 5.45x39mmS
Capacity: 30-round detachable box magazine
Length: 37.12 inches (AK74)
Weight: 7.25 pounds unloaded; 8.6 pounds loaded (AK74)
Effective range: 500 meters
Muzzle velocity: 900 meters per second
Rate of fire:

Cyclic: 650 rounds per minute
Automatic: 100 rounds per minute
Semiautomatic: 40 rounds per minute

The AK-74 is basically an AKM rechambered and rebored to fire a 5.45mm cartridge, and the AKS-74U is a shortened version of that rifle. Externally, the AK-74 has the same general appearance as the AKM, with two noticeable differences. It has a distinctive, two-port muzzle brake, giving it a slightly greater overall length than the AKM. It also has a smooth plastic magazine which is slightly shorter and is curved to a lesser extent than the grooved metal AKM magazine. It uses the same type of bayonet as the AK-series weapons. The AKS-74 is the folding stock version, with a Y-shaped tubular stock. The stock has an extremely narrow buttplate, as opposed to the T-shaped, stamped-metal buttstock of the AKMS. The AKS-74U is the AKS-74 with a shorter barrel and gas tube and a smaller compensator.

The AK-74 fires 5.45x39mm ball, ball-tracer, and incendiary-tracer rounds. The 5.45mm round of the AK-74 has a considerably higher muzzle velocity than the 7.62mm round of the AKM; this eliminates the range-limiting drawback of it predecessor. Like the AKM, the AK-74 has a maximum sight setting of 1,000 meters, but the effective range is 500 meters (versus 300 meters for the AKM).

The gas cylinder, like the cylinders on the AK and AKM, is in a vulnerable position; if dented, it may cause weapon malfunction. The reddish-brown or orange color of the plastic magazine also does not lend itself to camouflage.

GP30

Caliber: 40mm
Capacity: 1 grenade
Length: 10.8 inches
Weight: 2.64 pounds
Muzzle velocity: 76 meters per second
Maximum effective range:
Fire-team sized area target: 300 meters
Vehicle or weapon point target: 100 meters

The OPFOR equivalent to the M203, the GP30 is a muzzle-loaded, single-shot grenade launcher that can be mounted underneath any AK-series assault rifle. The stamped GP30 was developed in 1985 to replace the heavier and more expensive milled GP25. The caseless 40mm rounds are muzzle-loaded into the rifled barrel and launched by pulling the double-action trigger. The GP30 is similar in tactical effect to the US Army's M203. It is mounted beneath the AK-74 assault rifle, which is described under the AKS74-U.

RPK

Caliber: 7.62x39mmS
Capacity: 30- or 40-round detachable box magazine or 75-round drum
Length: 40.75 inches
Weight: 11 pounds (empty)
Muzzle velocity: 732 meters per second
Effective range: 800 meters

Rate of fire:

Cyclic: 660 rounds per minute
Automatic: 150 rounds per minute
Semiautomatic: 50 rounds per minute
Sustained: 80 rounds per minute

The RPK is a variant of the AKM assault rifle. It has a longer, heavier barrel, a stamped metal bipod, and a heavier type of fixed, wooden buttstock. The modified receiver of the RPK can accommodate its larger-diameter barrel. The RPK normally feeds ammunition from either a 40-round curved box magazine or a 75-round spring-loaded drum magazine; however, it can also use the 30-round curved box magazine of the AKM. It has a chrome-plated barrel, chamber, and gas piston. It also has a cyclic rate reducer built into the trigger mechanism. Luminous night sights are usually installed on the front and rear sights. Some RPKs can mount an infrared night-sighting device.

The folding stock version, the RPKS, is issued to airborne troops. With stock folded, it is only 32.28 inches long (versus the RPK, which is 40.75 inches long).

In offensive operations, the machine gunner normally attaches the 75-round drum magazine beneath the weapon at the beginning of an attack. He subsequently replaces it with a 40- or 30-round magazine during the assault or in the early stages of defense. Almost all of the moving parts of the RPK and interchangeable with those of the AK or AKM assault rifles.

Because the RPK fires from a closed bolt, it tends to "cook off" its cartridges due to extreme heat after prolonged firing. Since the barrel cannot be changed, the sustained rate of fire must not exceed about 80 round per minute. The lack of a gas regulator causes rough action and vigorous ejection to the right rear when the gun is clean. It also causes the rate or fire to slow down gradually as residue and dirt accumulate in the gas port.

Dragunov SVD

Caliber: 7.62x54mmR
Capacity: 10-round detachable box magazine
Length: 48 inches
Weight: 9.46 pounds with scope
Muzzle velocity: 830 meters per second

Effective range: 1300 meters

The Snayperskaya Vintovka Dragunova (SVD) is a gas-operated, semiautomatic weapon. It fires the Soviet 7.62x54mmR cartridge and uses a detachable 10-round box magazine. Its bolt mechanism and gas recovery system are similar to those of the AK and AKM, but, because of the difference in cartridges used, parts are not interchangeable with the assault rifles. The most interesting features of the SVD are the open buttstock, which has a cheek pad for ease of sighting, and the telescopic sight mounted over the receiver. It has a combination flash suppressor/compensator. It may mount the standard AKM bayonet. It is issued with four magazines, a cleaning kit, and an extra battery and lamp for the telescopic sight.

The SVD fires approximately 30 rounds per minute in the semiautomatic mode. It has a maximum effective range of 1,300 meters with the 4-power telescope or 800 meters without it. The PSO-1 4x optical sight has a 6-degree field of view. It contains an integral, passive infrared detection aid and an illuminated rangefinder reticle. This makes the SVD effective in daylight against point targets or at night against active infrared emitters, such as night driving aids and weapon sights. It can fire light ball, heavy ball, steel core, tracer and armor-piercing incendiary ammunition.

The SVD can fire only light and heavy ball-type ammunition with accuracy. Even though it is equipped with a bayonet, the SVD is not an ideal weapon for close combat because it can fire only in the semiautomatic mode. Its weight and length also limit its maneuverability. The rimmed 7.62x54mmR cartridge of the SVD is not interchangeable with the rimless 7.62x39mmS round of the AKM and RPK, however, it is used in the PK series of medium machineguns.

Mosin-Nagant

Caliber: 7.62x54mmR
Capacity: 5-round internal magazine
Weight: 3.89kg (unloaded and without optical sight)
Length: 1218 mm
Muzzle Velocity: 860 meters per second
Range: 800m

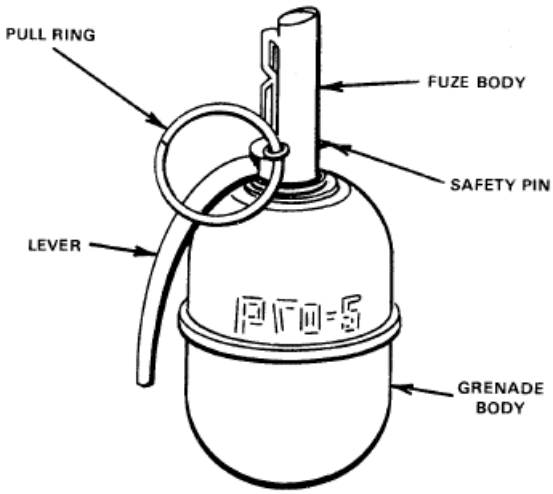
Between 1887 and 1889, working with the type of rimmed cartridge coming into general use among European armies, Sergei Mosin developed a 5-shot, straight-line magazine rifle prototype in 7.62x54mm. By the antiquated Russian measurements of the era it was designated “3-line” cal-

iber. The “line” is equal to 1/10th of an inch or 2.54mm, making 3 lines equal to 7.62mm or .30 caliber. Manufacture of the optical-sighted model ceased in 1958, making the Mosin-Nagant one of the longest-produced rifles in the world.

Although older than the SVD, the Mosin-Nagant ‘scoped model is an accurate rifle, deadly in the hands of a trained marksman. It uses both a PU 3.5x optical sight and iron sights. These rifles were chosen for accuracy from the production lines, had the bolt turned down, and were fitted with a telescopic sights. Apart from these differences, they were the standard 1891/30 (1930 improved model) rifle. Three types of optical sights were used, the early 4x PE scope, the later PEM and the compact 3.5x PU scope. The latter is the most common.

RGD-5 Fragmentation Grenade

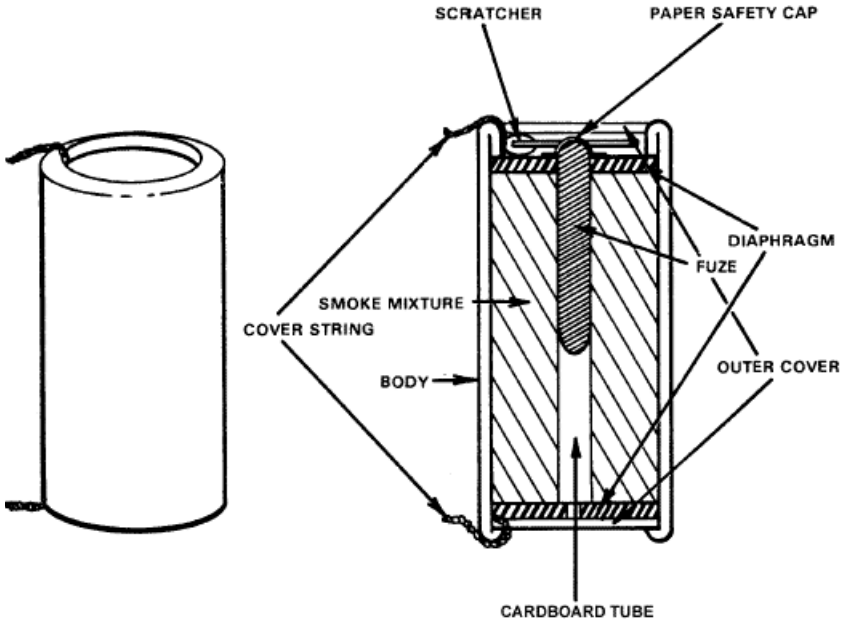
Body: Two-piece steel ovoid shell
Filler: 4 ounces of TNT
Fuze: 3.2 - 4.2 seconds type UZRG
Weight: 11 ounces
Safety Clip: None
Capabilities: The average soldier can throw the RGD-5 grenade 40 meters effectively. The effective casualty-producing radius is 15 meters and the killing radius is 5 meters.
Color and Markings: The grenade has a dark green body.



The RGD-5 is the standard OPFOR fragmentation hand grenade. The US equivalent is the M67.

RDG-2 Smoke Grenade

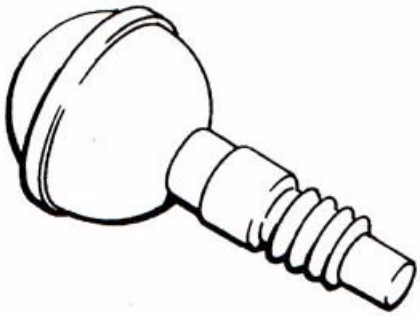
Body: Cardboard cylinder
Filler: Unknown smoke mixture
Fuze: Friction
Weight: 17.6 ounces
Safety clip: None
Capabilities: The RDG-2 produces a cloud of white smoke for 50 to 90 seconds.
Color and markings: The grenade has a brown cardboard body with a string-type fuse.



The throwing range of the RDGD-2 is about 35 meters. It will not work underwater and does not float. The body material of the RDG-2 is cardboard coated with wax. The US equivalent to the RDG-2 is the M83.

Zarya Stun Grenade

Body: Stick configuration with large round warhead made of plastic
Filler: Potassium perchlorate and aluminum powder
Fuze: Unknown
Safety Clip: None
Weight. 6.25 ounces
Capabilities. Produces a 60,000,000 candella flash and 170dB report



The Zarya (“dawn“ or “twilight”) is the standard OPFOR stun grenade. A version known as the Plamya (“flame”) can be used as a boobytrap. The US equivalent is the M84.

Miscellaneous Equipment

Included in most soldiers’ supplies are the following pieces of equipment:

Kevlar Helmet

Weight: 50-57 ounces (depends on size)

The Kevlar helmet is intended to protect the wearer's head from injury in training or combat. This is a basic piece of equipment for all US Army Soldiers and is part of the PASGT (Personal Armor System Ground Troop) system. The ergonomically engineered design is lightweight and has the ideal distribution of mass over the head centerline. This results in a minimum moment of inertia, and therefore no lag in following head movement. The two-component polyurethane paint allows decontamination after exposure to liquid chemical agents. The system includes an adjustable and replaceable standard 2-point retention strap and suspension system. The outer shell and suspension system provides a stable, snug fit. Options include accessory impact padding required for paratrooper applications. OPFOR troops do not normally wear helmets.

Rucksack

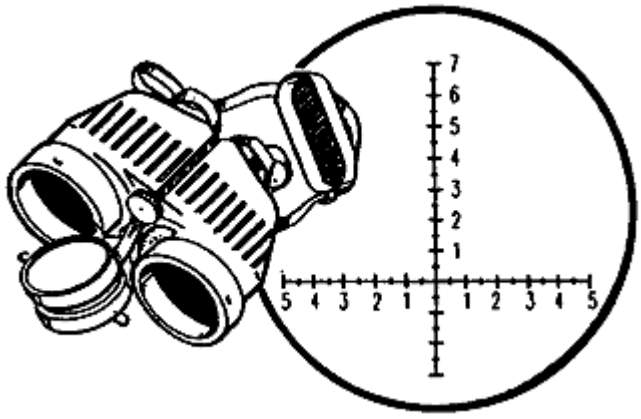
A US Army issue "ALICE" (All-purpose Lightweight Individual Carrying Equipment) rucksack is used to store and transport any equipment needed for a particular mission. OPFOR troops do not wear rucksacks.

Binoculars

Magnification: 7x
Objective Lens: 50mm (M22) 28mm (M24)
Laser protection: Yes
Field of view at 1000 yards: 385 feet (M22) 362 feet (M24)
Light Transmission: 70% (M22) 90% (M24)
Weight: 3.44 pounds (M22) 13.5 ounces (M24)

The US Army issues binoculars to squad and team leaders for calling for and adjusting indirect fire, observing target areas, observing enemy movement and positions, identifying aircraft, improving low-light level viewing, and estimating range. The M22 binoculars include a mil-dot reticle graduated in ten mil increments (shown below) to assist in range estimation.

The M22 Binoculars were introduced in 1987 as a replacement for the M19 Binoculars. The M22 7x50 Binocular System, has a protective lens coating and excellent light gathering quality. The instrument is designed for extreme conditions, and is dustproof and waterproof to a depth of 15 feet. The rubber-coated external surface absorbs most shock and provides a non-skid, no slip surface for more positive holding purposes in any weather conditions. The M22 is nitrogen purged to eliminate fogging in humid environments.



The M24, 7x28 Apache is the first ever US Army issue compact binocular, designed to reduce a soldiers payload. The M24 miniature binoculars provide's leaders of light infantry and special operations units a small, lightweight instrument to support reconnaissance, recognition and identi-

fication of targets. In addition to being compact and lightweight, the Apache offers superb optical performance and is capable of surviving the most extreme environmental conditions. For rangefinding purposes, the mil-scale reticle can be used to calculate the distance to a target of known height.

Binoculars Ready and Zoomed

Squad Leaders and Team Leaders have *Binoculars* in their inventory on select maps (default to use them is B). The HUD icon for binoculars will appear in the same space as the Night Vision Goggles icon, just above the CEM. Once you have selected the binoculars, you can zoom them in (default is Z) to observe distant locations. If you are promoted to Fire Team Leader, you will automatically receive a pair of binoculars. As binoculars are only useful at long range, they are only available on missions with large open areas (Mountain Pass, River Basin, Insurgent Camp, Bridge, and Mountain Ambush). Regular infantry units are issued the M22, while Ranger and some Airborne units are issued the M24. OPFOR may be issued equivalent binoculars of local manufacture.

Note: Binoculars cannot be dropped or picked up. If you become a leader through a field promotion, you will automatically be assigned a pair of binoculars, if the mission warrants their use.

AN/PVS-7D Night Vision Goggles (NVG)

Generation: Third
Photocathode: Gallium Arsenide
Tube Gain (Light Intensification): 40,000x
System Gain (Light Intensification): 4,000x
Signal To Noise Ratio: 16.5:1
Battery Type: 2 AA
Battery Life: 30 hours
Field Of View: 40°
Focus Distance 2.5m to infinity
Size: 6.3"x3"x6"
Weight: 1.8 pounds
Standard Accessories: Soft case, headstrap, eye cups, 2 AA batteries, operators manual
Optional Accessories: Hardcase, 3x zoom lens, compass, spot/flood infraredlamp

The AN/PVS-7D Night Vision Goggles are a lightweight, hands-free, helmet-mounted device that permits American forces to operate under conditions of limited visibility. While you will be able to see very clearly in low light conditions while wearing the NVGs, your field of view is limited to 40 degrees. The OPFOR may be issued an equivalent item of local manufacture.

T10-C Parachute

Type: Parabolic
Construction: Flat
Diameter: 35 feet
Number of Gores: 30
Canopy Material: MIL-C-44378 Type I
Suspension Line Length: 25 feet, 6 inches
Total Weight: 28.6 pounds (approximate); packed weight about 42 pounds
Maximum Recommended Weight: 350 pounds
Maximum Jump Speed: 150 knots

The T10-C parachute assembly consists of a static line deployed 35’ (10.7 meter) diameter parabolic-type canopy of flat construction with 30 gores and an extended skirt manufactured with 1.1 oz. ripstop MIL-C-7020 G Type I nylon fabric and incorporating an anti-inversion net.

The harness is completely made in nylon, fully adjustable to size, and includes a three point release assembly with quick ejector snaps and comfort pads on both the leg and chest straps. It incorporates two Capewell-type canopy releases for easy and fast canopy disengagement after landing. It also includes two attachment points on the chest for the T10R reserve parachute. All paratroopers are trained to employ the T10-C for airborne insertions. The OPFOR will use an indigenous version of this parachute.

MILES (Multiple Integrated Laser Engagement System)

The Multiple Integrated Laser Engagement System (MILES) is a training system that provides a realistic battlefield environment for soldiers involved in training exercises. MILES provides tactical engagement simulation for direct fire force-on-force training using eye safe laser "bullets". Each individual and vehicle in the training exercise has a detection system to sense hits and perform casualty assessment. Laser transmitters are attached to each individual and vehicle weapon

system and accurately replicate actual ranges and lethality of the specific weapon systems. MILES training has been proven to dramatically increase the combat readiness and fighting effectiveness of military forces.

Soldiers use MILES devices primarily during force-on-force exercises, from squad through brigade level, to simulate the firing and effects of actual weapons systems. These weapons systems include the M1 Abrams Tank, Bradley Infantry Fighting Vehicle, M113 Armored Personnel Carrier, wheeled vehicles and other non-shooting targets. Additionally, Basic MILES simulations address anti-armor weapons, machine guns, rifles, and other ancillary items, such as a controller gun, within the program.

MILES requires the sound of a blank cartridge to discharge a laser transmitter that sends simulated laser "bullet" to kill or wound opposing forces (OPForces) during training exercises. The MILES fires coded laser beams at laser detectors attached to soldiers or vehicles. When the laser bear hits a detector, the laser detector records a kill or near miss. The detectors are sensitive to the source of fire. For example, the laser beam for a soldier simulating the firing an M16 rifle will not register on a detector mounted on an armored vehicle. Blank firing attachments (BFAs) were developed to promote realism by enabling soldiers to simulate firing their weapons as they are actually used on the battlefield.

For the infantry, MILES consists of a nylon harness with laser detectors, and a laser transmitter attached to the rifle. The eyesafe laser simulates the fire of the weapon. When the laser detectors sense a hit, a buzzer sounds. It can only be turned off by the soldier with a key that he turns and removes, which disables his laser transmitter. Similar systems were developed for tanks and anti-tank guided missiles. A realistic hierarchy of weapons effects is employed, that is, rifles and machineguns can not kill tanks, whereas, almost anything can kill the rifleman. The effective range of each laser transmitter is the same as the effective range of its weapon.

Support

This section addresses features for the more advanced user, including key bindings, setting up a server, customization of the Server Command Post, and answering some of the more common questions n the FAQ.

This section covers:

- Key Bindings
- Setting up a Server
- Server Command Post
- Frequently Asked Questions (FAQ)

Key Bindings

You can create your own customized commands (called "Key Bindings") to personalize your controls for *America's Army: Operations*. You do this by opening your User.ini file (make a backup of it before you start editing!) and changing the keyboard commands. The file is located by default at C:\Program Files\Army Operations\System\user.ini. Editing the file can be done by opening it with any text editor software.

Basic Bindings

The basic formula for making a custom text message binding is:

<key> = (<commo> |) <saytype> <message>

() = Optional
<key> = Keyboard key
<commo> = CommoGlobal, CommoHand, CommoRadio, CommoShout, CommoSquad, CommoWhisper (as appropriate for the desired communication type)
<saytype> = Say, Teamsay (as desired)
<message> = Any text message

For example:

K= CommoRadio | Say Cease fire! (This radios "Cease fire!")
L= TeamSay Good job (This says only to teammates "Good job")

You can also use the following format to send existing voice messages:

<key> = (<commo> |) CommoSendMessage <1-28>

For example:

<key>=CommoSendMessage 6
<key>=CommoHand | CommoSendMessage 1 | CommoRadio | CommoSendMessage 99

The second example sends a hand signal, then returns to the team radio function by sending a non-existent message to CommoRadio.

Binding On-the-fly

Hit ~ or TAB to open the command console, then type:

bind <key> <command> (| <command>)

For example:

bind K say Objective is guarded

The “K” key is now permanently bound (your user.ini file has been modified) to say "Objective is guarded". You can, of course, rebind that keyto something else at any time.

Binding Files

Eventually, you may find that you have more bindings then keys, especially if you make map-specific binds. In order to get around this problem, you can load key bindings with a text file by creating the following binding:

<key>=exec FILENAME.txt (where FILENAME is the custom name of your bindings file)

Within FILENAME.txt, you will create your actual key bindings as usual.

For example:

X=exec mybinds.txt

Within mybinds.txt

bind Y Say OPFOR is attacking the objective

When you load the game with the example binding file, hitting Y will do nothing, but pressing X will bind Y to say "OPFOR is attacking the objective". Using multiple .txt files, you can swap large numbers of binds in and out of your user.ini file.

Bindable Objects

There are many objects within the system that can be used in your bindings. The following list is fairly comprehensive:

AGPhud	0 turns HUD off, 1 turns HUD on
AGPMainMenu	Opens the *Operations* main menu
AltFire	Alternative fire - change selector lever
Axis aMouseX	Controls mouse X-axis speed
Axis aMouseY	Controls mouse Y-axis speed
Brightness	Changes monitor brightness (video setting)
CenterView	Centers aimpoint view
Changeclass*	Used with mpcheat to change player role
CommoCycle	Cycles through commos
CommoGlobal	Global commo (seen by all live players)
CommoHand	Hand signal commo
CommoRadio	Radio commo
CommoShout	Shout commo (heard by all in range)
CommoSquad	Squad commo
CommoWhisper	Whisper commo (heard by all in range)
Contrast	Changes monitor contrast (video setting)
Crawling	Prone / standing toggle
Crosshair	Change crosshair type
Crouching	Crouch / standing toggle
Fixjam	Fix jammed weapon
Flush	Flushes graphics memory to speed up graphics
FreeLook	Free look allows you to look around using mouse
Gamma	Changes monitor gamma (video setting)
Grenadeflash	Select M84 stun grenade
Grenadefrag	Select M67 fragmentation grenade
Grenadesmoke	Select M83 smoke grenade
Jump	Jump
LeanLeft	Lean / roll left

LeanRight	Lean / roll right
LookDown	Moves aimpoint down
LookUp	Moves aimpoint up
MoveBackward	Move backward
MoveForward	Move forward
NV	Night vision goggles
Pause*	Pauses single player game
Playerlock*	0 frees movement, 1 locks movement
Quit	Exit *America's Army: Operations*
Reload	Reload weapon
Resolution	Change screen resolution (video setting)
Say	Prompts for text message
SetSquadTarget	Sets squad objective - squad leader only
shot	Take a screenshot (bitmap saved in system folder)
ShowObjectives	Shows mission objectives
ShowScores	Shows scores and teammates / opponents
SkinTonePref	Select None, Light, Medium, or Dark
StrafeLeft	Strafe left
StrafeRight	Strafe right
Suicide	Kill yourself
SupportedFire	Switch to supported fire / grenade launcher mode
SwapHands	Sling / unsling weapon
Talk	Prompts for text message
TeamSay	Prompts for text message for your team to see
TeamTalk	Prompts for text message for your team to see
ThrowWeapon	Drops weapon to ground in front of soldier
TurnLeft	Turns aimpoint left
TurnRight	Turns aimpoint right
Turn180	Turns character 180 degrees around
UseJoyStick	Assigns control to joystick
Zoom	Brings up ironsights or optical sights

* These are only usable in single-player offline play or with cheats enabled on the server.

Sample Key Bindings

These bindings combine hand signals and voice comms.

<key>= CommoHand | CommoSendMessage 1 | CommoRadio | CommoSendMessage 1
<key>= CommoHand | CommoSendMessage 2 | CommoRadio | CommoSendMessage 2
<key>= CommoHand | CommoSendMessage 3 | CommoRadio | CommoSendMessage 5
<key>= CommoHand | CommoSendMessage 4 | CommoRadio | CommoSendMessage 4
<key>= CommoHand | CommoSendMessage 5 | CommoRadio | CommoSendMessage 24
<key>= CommoHand | CommoSendMessage 6 | CommoRadio | CommoSendMessage 1
<key>= CommoHand | CommoSendMessage 8 | CommoRadio | CommoSendMessage 8
<key>= CommoHand | CommoSendMessage 9 | CommoRadio | CommoSendMessage 9

This binding reduces mouse sensitivity and goes in the “Aliases” section of the user.ini file. When pressing and holding Z key with this binding active, mouse sensitivity is reduced to .5. Letting go of the Z key returns mouse sensitivity to normal.

Aliases[32]=(Command="bind MouseX xs1 | onrelease bind MouseX xs2",Alias="mouseslowX")
Aliases[33]=(Command="bind MouseY ys1 | onrelease bind MouseY ys2",Alias="mouseslowY")
Aliases[34]=(Command="Count bXAxis | Axis aMouseX Speed=0.5",Alias="xs1")
Aliases[35]=(Command="Count bXAxis | Axis aMouseX Speed=2.0",Alias="xs2")
Aliases[36]=(Command="Count bYAxis | Axis aMousey Speed=0.5",Alias="ys1")
Aliases[37]=(Command="Count bYAxis | Axis aMousey Speed=2.0",Alias="ys2")
MouseX=xs2
MouseY=ys2
Z=Zoom | mouseslowX | mouseslowY

This binding attaches mouse sensitivity control to specific keys and also goes in the “Aliases” section of the user.ini file.

Aliases[34]=(Command="Count bXAxis | Axis aMouseX Speed=1.0",Alias="xs1")
Aliases[35]=(Command="Count bXAxis | Axis aMouseX Speed=2.0",Alias="xs2")
Aliases[36]=(Command="Count bYAxis | Axis aMousey Speed=1.0",Alias="ys1")
Aliases[37]=(Command="Count bYAxis | Axis aMousey Speed=2.0",Alias="ys2")
Aliases[38]=(Command="bind MouseX xs1 | bind MouseY ys1",Alias="mouseslow")
Aliases[39]=(Command="bind MouseX xs2 | bind MouseY ys2",Alias="mousefast")
<key>=mouseslow
<key>=mousefast

This set of bindings uses your keypad to set up a basic commo system.

NumPad0=TeamSay Cease fire! Cease fire! | CommoSendMessage 2
NumPad1=TeamSay Enemy - left | CommoSendMessage 12
NumPad2=TeamSay Enemy up top | CommoSendMessage 10
NumPad3=TeamSay Enemy - right | CommoSendMessage 13

NumPad4=TeamSay Friendly - left
NumPad5=TeamSay Friendly up top
NumPad6=TeamSay Friendly - right
NumPad7=TeamSay Who is left?
NumPad8=TeamSay Who is up top?
NumPad9=TeamSay Who is right?
GreyStar=CommoRadio | commosendmessage 18 ;"Hooah"
NumPadPeriod=TeamSay ALL TEAMMATES - CEASE GRENADE/203 FIRE! | CommoSend-Message 2
GreySlash=TeamSay Enemy on OUR flank! | CommoSendMessage 27
GreyMinus=CommoRadio | commosendmessage 9 ;"Negative"
GreyPlus=CommoRadio | commosendmessage 8 ;"Roger"

This binding lets you sprint without requiring you to double-tap your forward movement key.

<key>=Sprint | MoveForward

This binding sets up new combat controls for your mouse.

LeftMouse=Fire
RightMouse=AltFire
MiddleMouse=Reload
MouseWheelDown=SwapHands
MouseWheelUp=GrenadeFlash

This binding allows you to summon practice “dummies” for solo play.

<key>=summon agp_characters.npc_airborneinstructor
<key>=summon agp_characters.npc_towerobserver ; Most useful
<key>=summon agp_characters.npc_towerobserverfemale
<key>=summon agp_characters.npc_flightcrew
<key>=summon agp_characters.npc_airbornesoldier

This binding pulls the pin and throws the grenade immediately. You must select the type of grenade first .

<key>=Fire | AltFire | OnRelease Fire

This binding will automatically reload the M203 after you fire it, however, you must hold down fire button until the animation is complete

<key>=Fire | OnRelease Reload

This binding slows you down when you throw a hand grenade so that you won’t automaticall yell “Frag out!”. You must hit your Fastmove key (default is *Shift*) after throwing.

2=FastMove | GrenadeFrag

Offline Practice

There are some special controls available to you when you practice solo (to look at maps) or play on a cheat-enabled server (unauthorized). These commands will NOT work on official and non-cheat-enabled servers.

To begin offline practice mode:

1. Start *America's Army: Operations*, then hit the ~ (tilde) or Tab key to open the command console.
2. Type start mapname.aao to load a map. The mapnames can be found in the Maps subdirectory of your *America's Army: Operations* files.
3. Type playerlock 0 so you can move.
4. Type mpcheat changeclass x to change your class, where x is one of the role / weapon codes shown below. Do NOT change class before jumping out of the airplane in airborne missions.)

    - g - M16A2/M203
    - r - M16A2
    - s - M82
    - s24 - M24
    - ar - M249
    - m4a1 - M4
    - m4a1auto - M4A1
    - ak - AK47
    - ak74su - AK74SU
    - gp -AK74 with GP-30 launcher
    - rpk - RPK Light Machine Gun
    - svd - Dragunov sniper rifle
    - mos - Mosin-Nagant sniper rifle
    - sl - Squad Leader
    - ft - Fireteam Leader
    - rct - recruit (no weapons)

These commands can be used in offline mode:

fov X (FOV 90 is default)	Changes field of view
slomo X (1 is default)	Changes timerate
playersonly	Freezes effects
setspeed X (1 is default)	Changes player speed
setjumpz X (325 is default)	Changes player jump height
mpcheat god	God mode (invincible)
mpcheat ghost	Ghost mode (pass through objects and walls)

mpcheat nvg	Night vision goggles
mpcheat freecamera 1	3rd-person, independently rotating camera
fly	To fly (use regular movement keys for direction)
walk	To walk again (this can affect jumping, opening doors, etc.)
behindview 1/0	3rd-person view
suicide	To kill yourself (also works in regular games)
show fog	Turns off fog (show fog to turn back on)
show coronas	Turns off lights (show coronas to turn back on)
show particles	Turns off particles (show particles to turn back on)
show projectors	Turns off skins, shadows, etc.
show radii	Shows blast radius for grenades
show sky	Turns off sky (show sky to turn back on)
show staticmeshes	Turns off objects (show staticmeshes to turn back on)
show terrain	Turns off terrain (show terrain to turn back on)
stat fps	Shows frames per second
stat net	Shows connection information
stat game	Shows performance timings in milliseconds
stat render	Shows rendering information
stat hardware	Shows in-depth modeling information
stat all	Shows all game information
stat none	Shuts stat info off
flush	Clears out graphics memory
getres	Shows screen resolution and color depth
memstat	Memory statistics
agphud 0/1	Hide / show HUD (works in multiplayer)
open xxx.xxx.xxx.xxx	Join a server directly through IP
reconnect	Rejoin server
disconnect	Leave server
exit	Exit to desktop
quit	Exit to desktop

rmode X (where X = 1-9)	1 - Wireframe 2 - Blue surfaces 3 - Pastel surfaces 4 - White surfaces 5 - Standard 6 - More intense 7 - No textures 8 - Solarized 9 - Much more intense

To summon practice dummies and equipment:

summon agp_characters.npc_airborneinstructor
summon agp_characters.npc_towerobserver
summon agp_characters.npc_towerobserverfemale
summon agp_characters.npc_flightcrew (Superman!)
summon agp_characters.npc_airbornesoldier
killpawns - To remove all practice dummies type
summon agp_inventory.agp_ammopickup.agp_M67Frag
summon agp_inventory.agp_ammopickup.agp_M83Smoke
summon agp_inventory.agp_ammopickup.agp_Flashbang
summon agp_inventory.agp_ammopickup.agp_ammo_40G_1 (40mm grenades)
summon agp_inventory.agp_ammopickup.agp_ammo_556_30 (M4/16 ammo)
summon agp_inventory.agp_ammopickup.agp_ammo_556_200 (M249 ammo)
summon agp_inventory.agp_ammopickup.agp_ammo_762_5 (M24/MOS ammo)
summon agp_inventory.agp_ammopickup.agp_ammo_127_10 (M82/SVD ammo (no graphic))
summon agp_inventory.agp_ammopickup.agp_ammo_30G_1 (GP30 ammo (no graphic))
summon agp_inventory.agp_ammopickup.agp_pickupM82
summon agp_inventory.agp_ammopickup.agp_pickupRPK
summon agp_inventory.agp_ammopickup.agp_pickupM4A1
summon agp_inventory.agp_ammopickup.agp_pickupM4A1auto
summon agp_inventory.agp_ammopickup.agp_pickupM249
summon agp_inventory.agp_ammopickup.agp_pickupM24
summon agp_inventory.agp_ammopickup.agp_pickupM203
summon agp_inventory.agp_ammopickup.agp_pickupM16A2
summon agp_inventory.agp_ammopickup.agp_pickupGP30
summon agp_inventory.agp_ammopickup.agp_pickupAK74su
summon agp_inventory.agp_ammopickup.agp_pickupAK47
summon agp_inventory.agp_ammopickup.agp_pickupMosinNagant
summon agp_inventory.agp_ammopickup.agp_pickupSVD

Note that dummies won't spawn if there isn't room for them in the space you're trying to put them. Also, a dummy's arms are straight out until they take damage. Be sure to backup User.ini before editing.

To practice MILES maps in single player with live weapons, backup your Armyops.ini file and change the following:

[AGP_Gameplay.AGP_GameSinglePlayer]
ForceGameplay=FORCE_Normal (change from FORCE_None)

Setting up a Server

To begin a locally-hosted game:

- Edit RunServer.bat to change the map name and run RunServer.bat.
  or
- Run server.exe lan MAPNAME.aao (to host a LAN game).
  or
- Run server.exe global MAPNAME.aao (to host a public game).

The file created when running server.exe is a clone of defarmyops.ini and contains information which is not relevant to running a server. For optimum performance, you can open this file using a text editor and make the following changes, filling in as appropriate for your server:

CacheSizeMegs=32 (Recommended to set this to half of your total system RAM)
ServerActors=IpDrv.UdpBeacon (Gamespy uplink - comment out for LAN games)
ServerActors=IpServer.UdpServerQuery (Gamespy uplink - comment out for LAN games)
ServerActors=IpServer.UdpServerUplink MasterServerAddress=master.gamespy.com MasterServerPort=27900 DoUplink=True (Gamespy uplink - comment out for LAN games)
ConfiguredInternetSpeed=10000 (Server bandwidth in bytes/sec)
ServerName=Your Servers Name (Your server's name)
ShortName=Your Servers Short Name (Your server's short name)
AdminName=Your Name (Your name)
AdminEmail=Your email address (Your e-mail address)
Region=0 (Your region)
ServerRegion=0 (Your server region)
AdminPassword=password (Your administrator password)
MaxSpectators=0 (Maximum number of allowed Spectators)
MaxPlayers=21 (Maximum number of allowed players)
MaxAdmins=1 (Maximum number of allowed administrators)
bLocalLog=False (Old Unreal stats information - set to false)
bWorldLog=False (Configured Internet Speed - set to false)
ForceGameplay=FORCE_Normal (choose FORCE_Normal, Force_None , FORCE_Miles)
bRequireAuthorization=False (Verify players with authentication server - true for authorized servers)
bMPCheatsEnabled=False (Turns off multiplayer cheats - on enables them)
MinHonor=10 (Sets the minimum honor to join the server)
MaxHonor=100 (Sets the maximum honor to join the server)
FFScoreLimit=200 (Total ROE points before a player is kicked from the server)
MaxTeamSize=10 (Maximum number of players per team)

bPlayersBalanceTeams=False (Auto-balance teams disabled; true enables)
bAutoBalanceBetweenRounds=False (Auto-balance teams disabled; true enables)
bSpectatePlayersOnly=False (Disables scenic viewpoint spectate if set to true)
bSpectateFriendsOnly=True (Allows player to view from OPFOR if set to false)
bKickIdlePlayersTimed=false (Turns on idle kicking of players on time limit)
bKickIdleSpectators=false (Turns on kicking of idle players who are spectating)
bKickIdlePlayersRounds=false (Turns to kick off idle players)
IdlePlayerKickTime=2 (Minutes before an idle players is kicked)
IdlePlayerKickRounds=2 (Rounds before an idle player is kicked)
RoundsPerMatch=7 (The number of rounds per match)
MatchesBeforeCycle=1 (The number of matches before cycling maps if enabled)
bCycleMaps=False (Turns on map rotation when set to true)

For more information, see the FAQ section “Server Information” on page 192.

Server Logs

For log files to be created there must be a Logs directory under the *America’s Army: Operations* installations directory (default is c:\Program Files\Army Operations) on the server. Log files will record who joined the server, what team everyone played on each round, and which class each player started with. It logs when players become casualties and how and who eliminated them. At the end of each round, the scores and victories are also logged. Each line of log info has a date/time stamp.

Server Command Post

The Server Command Post is designed to assist you in the role of server administrator by giving you greater flexibility when setting up games, whether for LAN or internet play. To use the Server Command Post, set up your server as usual (see the section on Setting Up a Server for more information) and log in as the administrator. Press F12 (default) to open the Server Command Post. The Server Command Post displays a player list, settings list, and a console.

> **Note**: Remember that the password is case-sensitive (the default is “password”) and make sure that bRequireAuthorization=false and MaxAdmins=1 or more before trying to start your server.

The server administrator also has a special command option called *Say*, which is used by opening the console (default is ~) and typing “say text”, where “text” is any message the admin wants to pass to all players on the server. The message will appear to all players with an [Admin] tag in front of the text.

The Server Command Post Screen

Player List

All of the players on the server are listed here. Use the **Back** and **Next** buttons to cycle through multiple pages. By selecting a player, you can then choose to **Kick** or **Ban** that player using the buttons below the player list.

Settings List

All of the available server settings are listed here. Use the **Back** and **Next** buttons to cycle through multiple pages. By selecting a setting, you can set the key or value before the game begins, or change them on-the-fly by clicking on the **Send** button. This will affect players in the game in real-time, so use it carefully.

> **Note**: The list of server settings in the Server Command Post is editable. A complete list of settings is shown in the default.ini file. Search for Section= and Setting= to find the settings. They must correspond exactly. This allows the server owner to control what settings are editable by the admins.

Console

When you select a setting from the setting list, it appears in this window. When you press the **Send** button, it is sent to the server and will immediately affect a game in progress.

Frequently Asked Questions

These are some of the more common questions asked by new players.

- Miscellaneous
- Server Information
- Training
- Multiplayer
- Bugs
- Audio
- Video

Miscellaneous

Q: What are valid characters for soldier names?

A: Your games are saved as files with the same name as your soldier name, so your soldier name must use characters that are a valid filename. The following characters are invalid: \ / : * ? " < > |

Q: Will I have to download the entire game again when a new add-on comes out?

A: No, patches will be issued that will let you update to the next version.

Q: I am not in the United States, can I still play the game?

A: Yes! Although all of the official servers are located in the United States, there is no restriction on who can play America's Army. We want the whole world to know how great the US Army is.

Q: Can I post a copy of the FAQ on my website?

A: Absolutely! Be aware, however, that updates are made frequently, so you should make sure to get the latest version frequently.

Q: I received an error in Aphex.exe when trying to connect to America's Army?

A: We are looking into this problem. For now, you can do the following work around. Disable DirectSound in GameSpy Arcade on the options dialog. Go to GameSpy > Options > Sounds and uncheck the box.

Q: Will the editing tools be made available?

A: No. The Army is not planning on releasing any editing or modding tools for America's Army. However, the US Army is planning on supporting America's Army over the next few years with additional content and features.

Q: Is there a way for me to fix or delete the name of an existing account I have set up?

A: Not at this time. This feature will be available soon online.

Q: Why have I not gotten a confirmation email yet for my signup?

A: Due to the high number of registrations we are recieving, emails may be backlogged and recieved up to 24 hours after registration. If your do not recieve your authorization email within 24 hours, please re-request it.

Q: What ports need to be open on a firewall to run the game?

A: UDP ports 1716 for the game, 1717 for the gamequery, 1718 for master server query, 8777 for standard UT query, 27900 for GameSpy and TCP 20045 for Authentication server.

Server Information

Q: Can I change the weapons/inventory loads/other game settings?

A: If an option is not listed in the server settings section, you cannot change it.

Q: Will I be able to run a server and a client on the same machine?

A: Yes. The server and the client can both run on the same machine, however, both will suffer in performance if you do so. This is only recommended if you have an extremely fast machine and/or a dual processor machine.

Q: Will there be a LINUX server available?

A: We have already begun work on this upgrade and expect to release a LINUX server to the general public soon.

Q: Can I put a password on my server?

A: There are two ways to do this:
1. Under [Engine.AccessControl] in server.ini, you can add “Gamepassword=yourgamepassword” to add a password to the server. You can also add an administrator password under AdminPassword=youradminpassword.
2. You can use the Server Command Post to add a password to the server.

Q: What are the server options and settings that I can change?

A: Most of the settings you will find in your armyops.ini file are left over from the Unreal Engine and are completely ignored by America's Army. Some of the settings will do very bad things if you change them. Here is a list of settings that *are* used by America's Army and can be safely changed.

[Engine.GameEngine]
ServerActors=IpServer.UdpServerQuery
ServerActors=IpServer.UdpServerUplink MasterServerAddress=master.gamespy.com MasterServerPort=27900 DoUplink=True

IF you are running a LAN server, these settings are ignored, since a LAN server can not be listed on GameSpy.

IF you are running a GLOBAL server, uncomment these two lines to get your server listed on GameSpy.

ServerActors=UTelnet.TelnetServer

This line **must** be commented out. The TelnetServer does not exist.

[Engine.AccessControl]
AdminPassword=password

This is the password that allows an admin to login. Obviously, you probably don't want to leave this as the default setting

[Engine.GameInfo]
MaxPlayers=16

The maximum number of players per game. Make sure you don't set this higher than the number of PlayerStarts per map.

[AGP.AGP_GameInfo]
ForceGameplay=FORCE_None

Options:
FORCE_None - Use the map's default game type
FORCE_Normal - Use normal game type
FORCE_MILES - Use MILES game type
FORCE_Simunitions - Not yet implemented. This will act like Normal.

[AGP_Gameplay.AGP_GameTeamObjective]
FFScoreLimit=400

Friendly Fire Limit. This is the ROE score at which players will be automatically kicked.

MaxTeamSize=8

The maximum number of players allowed on each team.

bAutoBalanceTeams=False

If set, players will be reassigned between rounds as necessary to keep teams even (numerically, does not balance based on score)

MinNetPlayers=0

This is the minimum number of players before a round will start.

TimeLimit=4

Time limit for one round (in minutes)

bMustJoinBeforeStart=True

You *must* leave this set to true, as joining mid-round has not yet been implemented.

[AGP_Gameplay.AGP_GameMultiPlayer]
bRequireAuthorization=true

IF you are running a LAN server, this determines whether or not players must Authenticate before joining a game.

IF you are running a GLOBAL server, this setting is ignored, since GLOBAL servers always require Authentication.

[AGP_Gameplay.AGP_GameTeam]
bSpectatePlayersOnly=false
If this is set to true, then players who are in spectator mode will only be able to spec tate from Player positions
bSpectateFriendsOnly=true
If this is set to false, then players who are in spectator mode will be able to spectate from *any* Player, friendly or not
[AGP_Gameplay.AGP_GameDeathMatch]
RoundsPerMatch=5
The number of rounds in a match. Scores reset at the end of a match.
MatchesBeforeCycle=1
The number of matches before the map changes. (if bCycleMaps is set)
bCycleMaps=false
Set this to true if you want the map to change. Map cycling is not officially supported yet, as there *are* some problems with map cycling which can cause some players to lock. This problem is particularly bad if cycle between maps with different numbers of PlayerStarts.
bKickIdlePlayersTimed=false (Version 1.1.0 and higher only)
If this is set to true, Players who do not move will be auto-kicked after the amount of time specified in IdlePlayerKickTime.
bKickIdleSpectators=false (Version 1.1.0 and higher only)
If this is set to true, Spectators who do not respond to warnings will be auto-kicked after the amount of time specified in IdlePlayerKickTime.
IdlePlayerKickTime=2 (Version 1.1.0 and higher only)
Time, in minutes, before a player or spectator will be kicked for being idle. Players will be given a warning 20 seconds before they are kicked.
bKickIdlePlayersRounds=true (Version 1.1.0 and higher only)
If this is set to true, Players who do not move from their start locations before they are eliminated or the round ends for the number of rounds specified in IdlePlayerKick Rounds will be auto-kicked. Rounds that last less than 20 seconds will not count.
IdlePlayerKickRounds=2 (Version 1.1.0 and higher only)
The number of rounds before a player is kicked for being idle. If this value is higher than 1, then the player will be given a warning when they are 1 round away from being kicked. (If this is set to 1, they will be kicked with no warning.)
[AGP_Gameplay.AGP_MapList]
Maps[0]=Pipeline.aao 18 PlayerStarts
Maps[1]=MOUT_McKenna.aao 18 PlayerStarts
Maps[2]=Tunnel.aao 16 PlayerStarts
Maps[3]=Bridge.aao 26 PlayerStarts
Maps[4]=Insurgent_Camp.aao 26 PlayerStarts
Maps[5]=HQ_Raid.aao 18 PlayerStarts
[Engine.GameReplicationInfo]
bHUDHideAmmoCount=False
Turns the HUD ammo counter on and off for all players.
bHUDHideWeaponStatus=False
Turns the HUD weapon status indicator on and off for all players.

bHUDHideWeapon=False
Turns the HUD weapon indicator on and off for all players.
bHUDHideGrenades=False
Turns the HUD grenade indicator on and off for all players.
bHUDHideHealth=False
Turns the HUD health indicator on and off for all players.
bHUDHideCombatEffect=False
Turns the HUD Combat Effectiveness Meter on and off for all players.
bHUDHideNV=False
Turns the HUD NVG indicator on and off for all players.
bHUDHideCompass=False
Turns the HUD compass on and off for all players.
bHUDHideTimer=False
Turns the HUD timer on and off for all players.

Q: How do I log in as an admin?

A: From the console (hit '~' to access the console) type "open 123.456.7.89?password=password" Where 123... is the IP of the server you are connecting to, and "password" is the Admin password for that server.

Q: What is the difference between a LAN game and a GLOBAL game?

A: LAN Game
Launch with: "server.exe lan MAPNAME.aao."
Cannot list on GameSpy.
Can disable Authentication.

GLOBAL Game
Launch with: "server.exe global MAPNAME.aao."
Can be listed on GameSpy.
CanNOT disable Authentication. (.ini setting will be ignored).

Q: What are the special abilities of an Admin?

A: In addition to the extra console commands listed below, Admins are locked into spectator mode, but they can view *all* Players and all Viewpoints regardless of the server spectator settings. Additionally, the Admin spectator is not prevented from flooding the server with spectate change requests. You cannot switch to normal mode if you logged in as an Admin.

kick PLAYERNAME
The player specified by PLAYERNAME will be kicked from the game
and sent to Leavenworth. (this will *not* go on their
permanent record.
kickban PLAYERNAME

The player specified by PLAYERNAME will be kicked from the game
and his IP will be banned from your server. (this will *not*
go on their permanent record.
switch MAPNAME
Change to the map specified by MAPNAME.
playerlist
Print a list of all players in the game to the .log.
admin CONSOLECOMMAND
Execute any console command on the server
(Make sure you know what you're doing before you use this!)

Q: I'm trying to host a server, but it won't start up. What's wrong?

A: Look for the following line in your .ini file and delete it. ServerActors=UTelnet.TelnetServer.

Q: I'm trying to host a LAN server, but it says that my server is not registered. What do I do?

A: Look for the following line in your .ini file:
bRequireAuthorization=true
and change it to
bRequireAuthorization=false.

Training

Q: How come every time I try to join a server, it says I'm not qualified?

A: You need to go through basic training before you can take part in online missions. Go to Soldier Training, and make sure you have completed all four sections of Basic Combat Training.

Q: Do I have to complete Basic Training before playing online?

A: Yes. Basic Training will teach you proper use of the equipment and tactics.

Q: Does my score on Rifle Range affect my accuracy in the game?

A: Not yet but that upgrade, among others, is in the works.

Q: Can I re-qualify in basic marksmanship, or do I have only one chance?

A: You can requalify on Rifle Range and try for a higher score.

Multiplayer

Q: How do I select my weapon? I want the [M249/M203/M16A2/M4A1/M24/M82A1]!

A: Hit F2 to open the Class Preference menu, click on one of the available classes, and hit Select. The numbers to the right of the weapon name indicate how many members of your squad are cur-

rently requesting that class, and how many of that class are currently available to your squad. Remember, more players can request a class than there are slots available, some of those players will be given other classes. Classes are re-assigned each round.

Q: How do I become Squad Leader or FireTeam leader?

A: In the Class Preference menu (F2), click on the check box that says "Prefer Team Leader" at the bottom of the window. The numbers to the right indicate how many members of your squad want a leadership position, and how many positions are available.

Q: The indicator said that there were enough of a class to go around, but I didn't get it! What's going on?

A: All of the leader slots on a squad MUST be filled. If not enough people requested a leader slot, the unfilled leader slots are randomly assigned. Therefore, some people may not get the class they requested, even if no one else wanted it.

Q: I keep selecting a certain class, but I never get it. What's going on?

A:Check the indicator to the right of the weapon name. If more people want a class than can have it, those people are sorted based on their current ROE score and their current Honor level, with a random element, and those higher on the list are assigned the class first. Remember though, there is a random element, so everyone always has at least some chance of getting the class they want. Note: Even if there are enough of a class to go around, there is a chance you will not get it, see the next question.

Q: How come the advanced marksman classes (M24/M82) are never listed as available?

A: You must go to Advanced Marksmanship School before you can select a advanced marksman class.

Q: What's so special about being a FireTeam Leader?

A: The FireTeam Leaders have the greatest amount of visibility in the squad. The FireTeam leader can see both the Squad Leader and every member of their FireTeam on their compass indicator. Likewise, they can be seen by every member of their FireTeam and by the Squad Leader. By using their superior visibility effectively, the FireTeam leader can assist the Squad Leader in ensuring that the squad works as a team.

Q: What's so special about being a Squad Leader?

A: The Squad Leader is the only member of the squad who can assign objectives (bound to 'O' by default) and send Squad Radio messages. Additionally, all of the FireTeam Leaders are visible on the Squad Leader's compass indicator, and the Squad Leader is visible on the compass indicators of all members of the squad. By assigning objectives, and using his enhanced visibility and vision effectively, the Squad Leader can ensure that the squad remains focused and works as a team.

Q: How many Squad Leaders and FireTeam Leaders are there on a team?

A: Since your team is your squad, there is only one Squad Leader. The number of FireTeam leaders depends on the number of soldiers in your squad. If there are not enough soldiers to fill out even one FireTeam, then the Squad Leader will also act as FireTeam Leader. Otherwise, there will be as many FireTeam Leaders as there are FireTeams, and there will be between 1 and 4 FireTeams, as many as are necessary to accomodate the members of your squad.

Q: Why do I keep getting sent to a prison cell?

A: You have committed a serious ROE (Rules of Engagement) violation. You have been sent to the United States Military Prison at Fort Leavenworth, Kansas. This violation will go on your permanent record. Repeated ROE violations of this degree will result in a player account being temporarily or permanently banned from official servers.

Q: What does ROE mean?

A: ROE stands for Rules of Engagement, which all soldiers must learn and obey while in hostile situations. For America's Army, ROE means not firing upon your fellow US Soldiers, and not attempting to destroy or eliminate an objective which you are assigned to protect. Every incident of friendly fire will be recorded in your ROE score, including non-fatal shots and grenade damage. If you accumulate an ROE score of over 400 during a single match, you will be kicked off of the server and sent to Leavenworth Prison. Repeated ROE violations will result in your player account being temporarily or permanently banned.

Q: How come there are so few servers listed on GameSpy? I thought you guys were supposed to have a lot more!

A: There are a lot more servers. Right now, some of the game servers are so overloaded that they have stopped responding to GameSpy ping requests. As people leave those servers, they will appear on GameSpy again.

Q: I got into a game but I'm experiencing a lot of lag, why is this?

A: Unfortunately, so many people are trying to play Americas Army right now that all of the login requests to servers that are already full are slowing those games down. We are addressing this problem!

Q: How come my accuracy is so low?

A: The most important thing to remember is that as long as you are moving, your accuracy will be poor. The next most important thing to remember is that you can always improve your accuracy by going into a lower posture or by bringing up your sights. Also remember that when using a advanced marksman rifle, unless you are using the scope, your accuracy will be poor. There are six things that affect your accuracy and recoil:

- Speed
  Sprinting - Cannot Fire
  Fast Move - Extremely High Penalty
  Slow Move - Very High Penalty
  Still - None
- Posture
  Standing - Moderate Penalty
  Crouching - Small Penalty
  Prone - None
  Leaning - Small Penalty
  (Leaning penalty is cumulative)
- Health
  Red - Large Penalty
  Yellow - Moderate Penalty
  Green - None
- Sights
  Rifles:
  Sights up - BONUS: Large
  advanced marksman Rifles:
  Scope off - Very High Penalty
  Scope on - BONUS: Large
  Breathing - BONUS: Small
  (fire at the top or bottom of the breathing cycle)
- Support (Automatic Rifles and advanced marksman Rifles only)
  Supported - BONUS: Large
- Class
  Native - BONUS: Moderate
  (Using the same class of weapon that you started with)

Q: How do I connect directly to a server if I know the IP?

A: If you know the IP, you can connect directly to a server. Go to the console (hit ESC to get out of the menu, then hit '~') and type "open 123.45.67.8" Where 123... is the IP address of the server you are trying to get to.

Q: On the scoreboard, what does the number to the left of my UserName mean?

A: This is your Honor value. If you have not played before, you will have an Honor value of 10. As you play your Honor value will increase. ROE violations will reduce your Honor value. Players with higher Honor values are given higher priority when selecting a weapons Class and Leadership roles.

Q: What console commands are available?

A: To open the console, hit ESC to exit the menu, and then hit '~'. This is a partial list of the avail-

able console commands:

open 123.45.67.8:1716
Connect directly to the server at the specified IP and port.
(if you do not enter a port, it will default to 1716.)
stat ARGUMENT
ARGUMENT
fps
Display your framerate
net
Show your ping and packet information
none
Turn off stats
exec ARGUMENT
ARGUMENT = file to exec.
Example: "exec config\boston.txt" will execute the commands in that file.
set input KEY COMMAND
KEY=The name of the key.
COMMAND=The command to bind to that key.
Example: "set input p reload" will bind the 'p' key to reload.
commosendmessage MESSAGENUM
MESSAGENUM=number of the message to send
Sends the message number in the current commo state
Example: "set input 0 commosendmessage 1" will bind the '0' key to the "MOVE OUT!" message.

Q: I picked up a weapon from an enemy, and now I can't use my grenades, why not?

A: Normally, when you pull out a grenade, you shoulder your primary weapon. If there is already a weapon on your shoulder, you can't place your primary weapon there, so you can't pull out a grenade. You must drop one of your weapons ('Backspace' by default) before you can use grenades again.

Bugs

Q: I get an error or a General Protection Fault when I try to launch the game. What do I do?

A: Most likely you either need to get the latest version of DirectX or the latest drivers for your video card. Also make sure that your video card is supported. Voodoo cards and TNT cards are not supported.

Q: I received an error "Direct3DCreate8 failed".

A: The game performed a check on DirectX's version and found that it is not DirectX 8.1. You will need to install DirectX 8.1 to play.

Audio

Q: Can I have EAX on even though I don't have an EAX audio card?

A: Yes you can, but since EAX will be emulated in software if possible, it may use more CPU and result in a lower framerate.

Q: What are the system requirements for Dolby® Digital audio?

A: NVIDIA® nForceTM or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

Q: What is required for 5.1 Surround Sound?

A: A 5.1 compatible soundcard. The game also works in 4 speaker mode.

Video

Q: I have a Voodoo1/2/3/4/5, can I run the game?

A: No, you can't. Please read the minimum system requirements.

Q: Why does my video flicker when I go between the menu in 640x480?

A: The minimum resolution for the menu is 800x600. If you run the game below 800x600, it will switch to 800x600 while in the menu.

Q: The game plays fine at the beginning of each round, but not long afterwards the display starts to jerk slowly.

A: If you have a graphics card with 32MB or less memory, you're probably running out of texture space. This can happen on very complex maps like Pipeline, especially if you're in a large multiplayer battle -- each time you see new gun or a face, it's adding another texture. Bring down the console (default is the ` key) and try typing 'flush' (without quotes) to clear out graphics memory. If your game immediately speeds up, this is indeed a texture memory problem. You can ameliorate this problem in two ways. First, try turning on the 'compressed lightmaps' option. This uses specially compressed textures for shadow effects. You may notice some visual artifacts, such as coloring or boxiness in the shadows. Alternatively, you can set texture detail to 'low'; this will have the greatest impact. If that still doesn't do the trick, turn on compressed lightmaps and low texture detail; that will work on any 32MB graphics card supporting hardware T&L.

Q: What are all these video settings for?
A:

Reduce Mouse Lag (default true). This is a setting that improves synchronization between your graphics display and mouse, but at the expense of maximum frame rate. Try turning this setting off to improve performance, but if you notice jerky control issues, you'll have to leave it on.

Use Precaching (default true). When true, the game will load many textures before gameplay begins, before the textures are actually needed. This may result in loading textures that you don't need (like the textures on the sewer grates, even though you never enter the sewers). Setting this value to false means that textures are loaded during gameplay, only once they're needed -- which can result in a stutter while the card waits for the textures to arrive. If you have a graphics card with 32MB of memory or less, it might be worthwhile to turn off precaching to avoid filling your scarce graphics memory with unneeded resources.
Use Trilinear (default true). Mipmapping is a technique for antialiasing textures with multiple levels of detail. (Mip stands for multum in parvo, Latin for "many things in a small place". Cool, eh?) A mipmapped texture supports many different levels of detail. Normally, a level of texture detail is selected based on how far away the texture is to be drawn. Then, the texture value for each pixel is bilinearly interpolated, meaning across the 2D texture. That's nice, but you generally only have a few levels of texture detail; for a given distance to a surface, one level of detail might be too low in resolution, but the next one might be too high detail. Trilinear interpolation bilinearly determines the right color for the two levels of texture detail that are the closest to correct, and then blends those together depending on which one is most desired at that distance. What's that mean to a game player? Trilinear interpolation has two access two different mipmap detail levels for the same pixel, so on some hardware this is twice as expensive as bilinear interpolation. If you have a low-end graphics card, turning off trilinear mipmaps can provide some performance gains at the cost of texture blurring and popping.
Use Cubemaps (default true): Some reflective surfaces in the game, like scopes and monitors, have cubemapped environment textures. This is a way to fake the backdrop of the environment, so that it feels like you are seeing a reflection on the surface. (Rendering reflections in real-time is very expensive; that's why the mirror in the Pipeline map is in a small room.) A cube map is a set of six textures that emulates the world with what amounts to a big box around the object; each wall of the cube has a picture of the world in that direction. Turning off cubemaps won't affect gameplay at all, and will improve performance slightly.
Use Compressed Lightmaps (default false): *America's Army: Operations* uses precomputed shadows for BSP surfaces such as walls and floors. This speeds up rendering time during gameplay signicantly, at the cost of less flexibility with real-time dynamic shadow effects. Lightmaps are just black and white textures that are drawn onto the surface, to emulate shadow lines. This means they take up texture memory, which can be a performance hit on low-end cards. We include a compressed version of the lightmaps with each map; turning on this feature will use those low-detail lightmaps, which aren't as crisp and show some subtle color artifiacts. If your card is having texture memory problems (especially in complex mission environments in multiplayer) try turning on compressed lightmaps.
No client side effects (default false): This turns off certain client-side features like bullet shells, gun sounds, muzzle smoke, bullet impact effects, and the like. It doesn't let you turn off features that might affect gameplay, like smoke grenades. Turn this on if you absolutely have to, if your computer is having trouble keeping up with the game. It sure reduces the fun of the experience.
Texture detail (default High): Many game textures support multiple levels of detail (through mipmaps, discussed above). Setting texture detail to Low will force the game to use lower detail mipmaps than it would otherwise select. Textures will appear blurred, especially those

on surfaces near the camera. However, on graphics cards with 32MB or less memory, switching to low detail textures can significantly improve performance.

Q: Is there a software only mode?

A: No. Modern 3D graphics cards are so powerful that even the fastest CPU would not be able to take their place with a software mode. Since *America's Army: Operations* and the new Unreal Engine take full advantage of the processing power provided by these video cards, we cannot support software rendering.

Q: I have Intel or Intel3D integrated graphics, can I run the game?

A: No, you can't. Please read the minimum system requirements.

Q: I have a Kyro, KyroII, or Hercules 'prophet' branded video card, can I run the game?

A: No, you can't. Please read the minimum system requirements. While the kyro chipsets are recent and have the neccessary amount of video ram, they do not have some of the transform and lighting features required to show the high quaility rendering that this game uses.

Q: My Radeon 7x00 or VE video card is on the supported list, how come I can't play the game?

A: Right now the support is not yet complete for Radeon-based video cards, we hope to have more expanded video card support by the Winter of 2002.

Q: Is there a way for me to turn on OpenGL?

A: No.

Q: What cards definitely are and are not supported?

A: See table:

Supported Cards	Unsupported Cards	
Nvidia GeForce256	3dfx Voodoo Banshee	Intel 82810
Nvidia GeForce2 MX200	3dfx Voodoo3	Intel 82810E
Nvidia GeForce2 MX400	3dfx Voodoo3 2000	Intel 82810-DC100
Nvidia GeForce2 GTS 32MB	3dfx Voodoo3 3500	Intel 82815
	3dfx Voodoo4 4500	Kyro Chipset based video cards
Nvidia GeForce2 Pro 64MB	3dfx Voodoo5	Matrox G400
Nvidia GeForce2 Ultra	3dfx Voodoo5 5500	Matrox G450
Nvidia GeForce3	ATI Rage 128 pro	Matrox Marvel
Nvidia GeForce3 Ti200	ATI Rage IIC	Matrox Millenium
Nvidia GeForce3 Ti500	ATI Rage 128	Matrox Millenium II
Nvidia GeForce4 MX420	ATI Rage	Nvidia RIVA TNT
Nvidia GeForce4 MX440	ATI Rage Pro	Nvidia RIVA TNT2
Nvidia GeForce4 MX460	ATI Rage Fury	Nvidia RIVA TNT2 64Pro
Nvidia GeForce4 Ti4200	ATI Rage Mobility-P	Nvidia Vanta
Nvidia GeForce4 Ti4400	ATI Xpert 2000 pro	S3 Graphics ProSavage KM133
Nvidia GeForce4 Ti4600	Diamond Viper	S3 Graphics Pro Savage
Matrox Parhelia based video cards	Diamond viper II	S3 Graphics Pro Savage DDR
	Diamond Viper 770	S3 Graphics Savage/IX
ATI Radeon VE	Diamond Viper 2000	s3 Graphics Savage/IX 103C
ATI Radeon 7000	Intel 3ddirect	S3 Graphics Savage4 Pro
ATI Radeon 7200	Intel 810	SIS 530
ATI Radeon 8500	Intel 810e	SIS 630\730
ATI Radeon 8500 LE	Intel 815E	SiS 6326

Glossary

This section defines some common abbreviations and acronyms used by the US Army and within *America's Army: Operations* forums and chat.

Term	Definition
AA:O	America's Army: Operations
AFK	Away from keyboard
AK	"Avtomat Kalashnikova" Soviet-designed assault rifle series. In game, that means the AK47 or AKS74U
AR	Automatic Rifle (M249) or Automatic Rifleman
ASE	All-Seeing Eye server browser
Bandwidth	The maximum amount of electronic throughput on a connection, at the slowest point (usually expressed in Kbps or Mbps - higher is better and 1 Mbps = 1000Kbps)
bcp	Bottom computer in Insurgent Camp map
Bunny hop	Tactic of hopping to move
Camper	A player who sits in one location for a period of time. Generally, defensive camping is considered good form while offensive camping is considered bad form
Check Fire	Check where you're firing. Often given because you feel you're being fired on a friendly. Similar to cease fire
CO	Commander
Cook	To burn time from a grenade fuse before throwing. (i.e., cook your grenade before throwing)
cp	Control panel in Pipeline map. Also sometimes referred to as "pc"
CQC	Close quarters combat. Sometimes also referred to as CQB, close quarters battle
DoD	Department of Defense
EPW	Enemy Prisoner of War
FAQ	Frequently asked questions
FARP	Fueling and Rearming Point
Flank	To the left or right of a position.
FLS	Field Landing Strip
FM	Field Manual

Term	Definition
FOV	Field of view
FPS	First Person Shooter or Frames Per Second (depending on usage)
Frag	Fragmentation grenade
Friendly	Teammates in game
FT	Fire Team (usually three or four soldiers)
FTL	Fire team leader, a sergeant. In game one of two subordinates to the SSG, in charge of up to a 4-soldier squad (including himself)
FTX	Field Training Exercise
g1	Good one
gg	Good game
gj	Good job
gt	Good try
HE	High Explosive
Hooah	US Army slang term used by soldiers that generally means "yes" or "good" but could mean anything except "no"
HQ	Headquarters
HUD	Heads up display. In game, shows ammo, compass, weapon, etc.
IP	Internet Protocol; generally refers to the numeric IP address of a server, e.g., 123.123.123.123
IRC	Internet Relay Chat
ISDN	Integrated Services Digital Network; a type of internet connection, usually with 64k or 128k of bandwidth
Jumper	A player who has fallen off the bridge (Bridge map) to their death
lcp	Lower computer in Insurgent Camp map
LAN	Local Area Network
LOF	Line of fire (where you are shooting)
LOL	Laughing out loud
LOS	Line of sight (where you are looking)
Main	Main valve in Pipeline map. Could also refer to main control panel
METT-T	The essential planning factors of Mission, Enemy, Terrain, Troops, and Time
MG	Machinegun

Term	Definition
MILES	Multiple Integrated Laser Engagement System - a system for determining casualties in a safe training environment
MOS	Military Occupational Specialty
Nade	Grenade
NCO	Noncommissioned Officer (Corporal, Sergeant, Staff Sergeant, etc.)
Newbie	Generally, this is a new player
n00b	Derogatory slang for a player that does something stupid, often repeatedly, and who may be a new player
np	No problem
NVGs	Night Vision Goggles
OPFOR	Potential Opposing Forces; the enemy
Ping	A network management feature that checks connection time and accessibility between systems, normally expressed in milliseconds (lower is better)
PLF	Parachute Landing Fall - a rolling technique used by paratroopers to avoid injury during a landing
PLT	Platoon (three to four squads, usually around 40 soldiers)
Pri/Prime	Primary valve in Pipeline map
Rambo	Person who runs of by himself to attack the OPFOR, often derogatory; also known as a “lone wolf”
RL	Real life, sometimes noted as IRL for “in real life”
ROE	Rules of engagement. In-game it means don't shoot your teammates.
RPG	Rocket-Propelled Grenade
SAW	Squad Automatic Weapon, the old name for the M249 AR
Sec	Secondary valve in Pipeline map; sometimes referred to as "2nd"
SITREP	Situation report
Smoke	Refers to throwing a smoke grenade
SOP	Standard Operating Procedure
Sound off	Say something so other teammates know you're alive, preferably your location, wound status, and class
SQD	Squad (usually 8-12 soldiers)
SSG	Staff Sergeant. In game it is your squad leader
SVD	Snayperskaya Vintovka Dragunova; Russian-made advanced marksman rifle

Term	Definition
TC	Technical Circular
tcp	Top computer in Insurgent Camp map; sometimes referred to as "top"
TK or TKer	Team killer, someone who eliminates his or her teammates
TM	Technical Manual
ty	Thank you
ucp	Upper computer in Insurgent Camp map.

References

Here are some reference manuals you can look up for more information:

Document	Title
ARTEP 7-92-MTP	Infantry Scout Platoon/Squad and advanced marksman Team
DST 1110H-163-76	Small Arms Identification and Operation Guide - Free World
DST 1110H-394-76	Small Arms Identification and Operation Guide - Eurasian Communist Countries
FM 3-06.11	Combined Arms Operations in Urban Terrain
FM 3-90	Tactics
FM 5-25	Explosives and Demolitions
FM 7-8	The Infantry Platoon and Squad
FM 7-70	Light Infantry Platoon/Squad
FM 7-85	Ranger Unit Operations
FM 7-92	The Infantry Reconnaissance Platoon and Squad
FM 7-93	Long-Range Surveillance Unit Operations
FM 9-13	Ammunition Handbook
FM 9-16	Explosive Ordnance Reconnaissance
FM 17-98-1	Scout Leader’s Handbook
FM 21-60	Visual Signals
FM 21-75	Combat Skills of the Soldier
FM 22-100	Leadership
FM 23-9	Marksmanship
FM 23-10	Sniper Training
FM 23-14	M249 Automatic Rifle
FM 23-30	Grenades and Pyrotechnic Signals
FM 23-31	40mm Grenade Launchers M203
FM 25-4	How to Conduct Training Exercises
FM 25-100	Training the Force
FM 25-101	Battle Focused Training

Document	Title
FM 27-10	The Law of Land Warfare
FM 90-3	Desert Operations
FM 90-6	Mountain Operations
FM 101-5-1	Operational Terms and Symbols
SH 21-76	Ranger Handbook
STP 21-1-SMCT	Soldier's Manual of Common Tasks (SL 1)
TC 21-3	Soldier's Handbook for Individual Operations and survival in Cold-Weather Areas
TC 22-6	The Army Noncommissioned Officer Guide
TRADOC PAM 600-4	IET Soldier's Handbook
TM 43-0001-29	Army Ammunition Data Sheets for Grenades

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This section contains game credits in the following departments:

- America's Army: Operations
- MOVES Institute, Naval Postgraduate School
- HomeLAN Networking Team
- Previous Staff
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3rd Armored Corps
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4th Mechanized Divisio
18th Airborne Corps
82d Airborne Division
101st Airborne Division (Airmobile)
10th Mountain Division
Special Operations Command
75th Ranger Regiment
1st Special Forces Group
172d Infantry Brigade

Aberdeen Proving Grounds

Center for National Response

Combat Manuever Training Center

Defense Language Institute

Fort Belvoir
Night Vision & Electronic Sensors Directorate

Fort Benning
US Army Ranger School
US Army Infantry School
US Army Advanced Marksmanship School
US Army Airborne School

Fort Campbell
US Army Air Assualt School

Fort Huachuca
US Army Military Intelligence School

Fort Irwin
National Training Center
11th ACR

Fort Jackson
Victory Brigade

Fort Knox
1st Armor Training Brigade

Fort Leonard Wood
US Army Military Police School

Joint Readiness Training Center

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